WAR — EARTH ALLIANCE — WARLOCK Class Advanced Destroyer

Hull	6				**Service Date**	2261+	
Damage	70/18	**Crew**	80/20		**Craft:**	4 STARFURY FLIGHTS	
Troops	6						
Speed	8				**Special:**	ADVANCED JUMP POINT, COMMAND 1, INTERCEPTORS 4	
Turns	1/45°	1/45°	1/45°	1/45°			

Name	Crew Quality	Ship XP

Hull Damage 5 10 15 20 25 30 35 40 45
50 **Crippled** 55 60 65 70

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Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Interceptors, 50% to lose each other special trait.

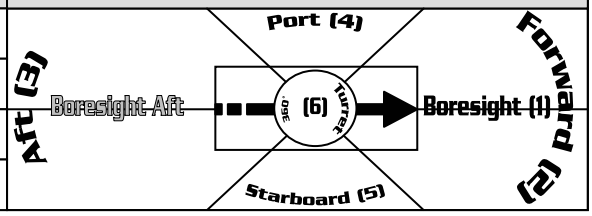
Hits	d6	ENGINE CRITICALS [1-2]	Dam.	Crew	Effect
	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS

Hits	d6	REACTOR CRITICALS [3]	Dam.	Crew	Effect
	1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
	4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
	6	REACTOR EXPLOSION	+3	+4	SPEED 0, NO SPECIAL ACTIONS

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Heavy Particle Cannon	B	25	_ _ _	4	_ _ _	Beam, Super AP, Triple Damage
Std. Anti-Ship Missile (2165+)	F	30	_ _ _	6	_ _ _	Precise, Slow-Loading, Super AP
Railguns	F	20	_ _ _	4	_ _ _	AP, Double Damage
Railguns	A	20	_ _ _	4	_ _ _	AP, Double Damage
Laser/Pulse Array	F	15/12	_ _ _	10/5	_ _ _	Pulse: Twin-Linked Laser: AP, Beam
Laser/Pulse Array	P	15/12	_ _ _	6/3	_ _ _	Pulse: Twin-Linked Laser: AP, Beam
Laser/Pulse Array	S	15/12	_ _ _	6/3	_ _ _	Pulse: Twin-Linked Laser: AP, Beam
Laser/Pulse Array	A	15/12	_ _ _	6/3	_ _ _	Pulse: Twin-Linked Laser: AP, Beam
Particle Beams	T	5	_ _ _	6	_ _ _	Anti-Fighter, Weak
_____	___	___	_ _ _	___	_ _ _	_____

Hits	d6	WEAPON CRITICALS [4]	Dam.	Crew	Effect
	1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1 AD (MIN 0)
	4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE
	5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC
	6	CATASTROPHIC AMMUNITION EXPLOSION	+3	+4	NO WEAPONS MAY FIRE

WEAPON FIRE ARCS



Crew Casualties 5 10 15 20 25 30 35 40 45
50 55 60 **Skeleton Crew** 65 70 75 80

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Skeleton Crew: No special orders allowed, lose Command, only one weapon system per turn may be fired, all DC checks at -2.

Hits	d6	CREW CRITICALS [5]	Dam.	Crew	Effect
	1-2	FIRE	+0	+2	-
	3-4	MULTIPLE FIRES	+0	+3	-
	5	LOCALISED DECOMPRESSION	+1	+3	-
	6	HULL BREACH	+2	+4	-

* * *
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED
* * *

Hits	d6	VITAL SYSTEMS CRITICALS [6]	Dam.	Crew	Effect
	1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
	2	ENGINEERING	+4	+3	NO DAMAGE CONTROL PERMITTED
	3	WEAPONS CONTROL	+4	+4	NO FIRING OUT OF ONE RANDOM ARC
	4	SECONDARY EXPLOSIONS	+1D6	+1D6	-
	5	REACTOR IMPLOSION	+2D6	+4D6	-
	6	CATASTROPHIC EXPLOSION	+4D6	+2D6	-

For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates in *Sky Full of Stars*

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