

WAR					MINBARI FEDERATION					SHARKAAN Class Advanced War Cruiser				
Hull	5				Service Date	2261+				Name	Crew Quality	Ship XP		
Damage	60/8	Crew		66/9	Craft:									
Troops	3				2 NIAL FLIGHTS									
Speed	8				Special:									
Turns	1/45°	1/45°	1/45°	1/45°	ADVANCED JUMP POINT, FLIGHT COMPUTER, STEALTH 5									

Hull Damage				5				10					15				20				25				30				35				40				45	
50	Crippled							55				60																										
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Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose interceptors, 50% to lose each other special trait.

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

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Advanced Neutron Laser	F	36	---	4	---	Beam, Precise, Super AP, Triple Damage
Neutron Laser	A	30	---	4	---	Beam, Double Damage, Precise, Super AP
Fusion Cannon	F	18	---	8	---	AP, Mini-Beam
Fusion Cannon	P	18	---	4	---	AP, Mini-Beam
Fusion Cannon	S	18	---	4	---	AP, Mini-Beam
Fusion Cannon	A	18	---	6	---	AP, Mini-Beam

Hits	d6	WEAPON CRITICALS [4]	Dam.	Crew	Effect	WEAPON FIRE ARCS		
	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			

Crew Casualties				5				10					15				20				25				30				35				40				45	
50	Skeleton Crew							60																														
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Skeleton Crew: No special orders allowed, only one weapon system per turn may be fired, all DC checks at -2.

Hits	d6	CREW CRITICALS [5]	Dam.	Crew	Effect	Hits	d6	VITAL SYSTEMS CRITICALS [6]	Dam.	Crew	Effect
	1-2	FIRE	+0	+2	-		1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
	3-4	MULTIPLE FIRES	+0	+3	-		2	ENGINEERING	+4	+3	NO DAMAGE CONTROL PERMITTED
	5	LOCALISED DECOMPRESSION	+1	+3	-		3	WEAPONS CONTROL	+4	+4	NO FIRING OUT OF ONE RANDOM ARC
	6	HULL BREACH	+2	+4	-		4	SECONDARY EXPLOSIONS	+106	+106	-
*** VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED ***							5	REACTOR IMPLOSION	+206	+406	-
							6	CATASTROPHIC EXPLOSION	+406	+206	-

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