| WAR | MINBARI FEDERATION | SHAROOS Class Heavy War Cruiser |
|---|---|---|

| | | | | |
|---|---|---|---|---|
| Hull | 5 | | | |
| Damage | 60/8 | Crew | 66/9 | |
| Troops | 5 | | | |
| Speed | 8 | | | |
| Turns | 1/45° | 1/45° | 1/45° | 1/45° |

| Service Date | 2008+ |
|---|---|
| Craft: | 1 FLYER FLIGHT |
| Special: | ADVANCED JUMP POINT, FLIGHT COMPUTER, STEALTH 5 |

| Name | Crew Quality | Ship XP |
|---|---|---|
| | | |
| | | |
| | | |

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

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

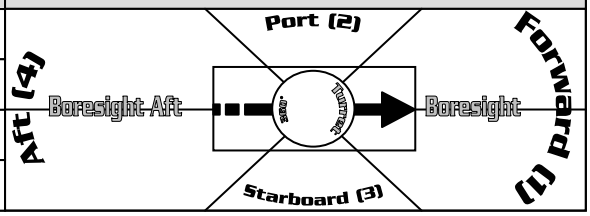
| Hits | d6 | ENGINE CRITICALS [1-2] | Dam. | Crew | Effect |
|---|---|---|---|---|---|
| | 1-2 | POWER RELAYS DESTROYED | +0 | +0 | -1 SPEED |
| | 3-4 | THRUSTERS DAMAGED | +1 | +0 | -2 SPEED |
| | 5 | FUEL SYSTEM RUPTURED | +2 | +1 | -4 SPEED |
| | 6 | ENGINES DISABLED | +3 | +1 | SPEED 0, NO SPECIAL 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 |
|---|---|---|---|---|---|---|
| Neutron Laser | F | 30 | _ _ _ | 4 | _ _ _ | Beam, Double Damage, Precise, Super AP |
| Neutron Laser | P | 30 | _ _ _ | 2 | _ _ _ | Beam, Double Damage, Precise, Super AP |
| Neutron Laser | S | 30 | _ _ _ | 2 | _ _ _ | Beam, Double Damage, Precise, Super AP |
| Neutron Laser | A | 30 | _ _ _ | 2 | _ _ _ | Beam, Double Damage, Precise, Super AP |
| Fusion Cannon | F | 18 | _ _ _ | 6 | _ _ _ | 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 |
|---|---|---|---|---|---|
| | 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 Skeleton Crew 60 65
Crew Casualties 5 10 15 20 25 30 35 40 45
50 55 Skeleton Crew 60 65
Crew Casualties 5 10 15 20 25 30 35 40 45
50 55 Skeleton Crew 60 65

**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 |
|---|---|---|---|---|---|
| | 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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