SKIRMISH

NARN REGIME

G'KARITH Class Patrol Cruiser

Hull	4			
Damage	24/4	Crew	28/5	
Troops	4			
Speed	8			
Turns	2/45°	1/45°	1/45°	1/45°

Service Date	2253+
Craft: 1 FRAZI FLIGHT	
Special: JUMP POINT	

Name	Crew Quality	Ship XP

Hull Damage					5					10					15					20
Crippled																			
Hull Damage					5					10					15					20
Crippled																			
Hull Damage					5					10					15					20
Crippled																			

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

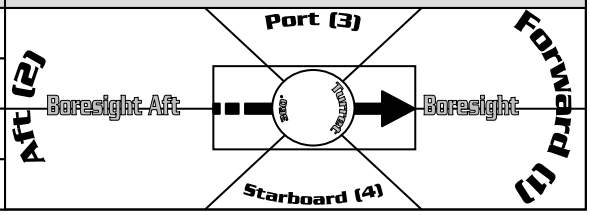
Hits	d6	ENGINE CRITICALS [1-2]	Dam.	Crew	Effect
	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS

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
Pulsar Mine	F	20	_ _ _	4	_ _ _	Energy Mine
Pulsar Mine	A	20	_ _ _	4	_ _ _	Energy Mine
Medium Pulse Cannon	F	10	_ _ _	10	_ _ _	
Light Pulse Cannon	P	8	_ _ _	4	_ _ _	
Light Pulse Cannon	S	8	_ _ _	4	_ _ _	
Light Pulse Cannon	A	8	_ _ _	4	_ _ _	
_____	___	___	_ _ _	___	_ _ _	_____

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
Skeleton Crew		25																	
Crew Casualties					5					10					15					20
Skeleton Crew		25																	
Crew Casualties					5					10					15					20
Skeleton Crew		25																	

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*

Babylon 5 © and ™ Warner Bros.