

WAR					NARN REGIME					G'QUONTH Class Attack Cruiser				
Hull	6				Service Date	2252+				Name	Crew Quality	Ship XP		
Damage	55/13	Crew	70/19		Craft:									
Troops	6				NONE									
Speed	5				Special:									
Turns	1/45°	1/45°	1/45°	1/45°	JUMP POINT									

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

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
Heavy Laser Cannon	B	30	---	6	---	Beam, Double Damage, Super AP
	F		---	6	---	
	F		---	6	---	
*Energy Mine Short Charge*	**	20	---	(1/2)	---	Energy Mine
Ion Torpedoes	F	30	---	4	---	Precise, Super AP
Twin Particle Array	F	8	---	10	---	Twin-Linked, Weak
Twin Particle Array	P	8	---	10	---	Twin-Linked, Weak
Twin Particle Array	S	8	---	10	---	Twin-Linked, Weak
Twin Particle Array	A	8	---	10	---	Twin-Linked, Weak
Light Pulse Cannon	F	8	---	8	---	
Light Pulse Cannon	P	8	---	8	---	
Light Pulse Cannon	S	8	---	8	---	
Light Pulse Cannon	A	8	---	8	---	

\*Any E-Mine Launcher may instead fire a Short Charge\*

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							55					60					65						70					75					80					85					90
Crew Casualties				5					10					15					20						25					30					35					40					45
	50	Skeleton Crew							55					60					65						70					75					80					85					90
Crew Casualties				5					10					15					20						25					30					35					40					45
	50	Skeleton Crew							55					60					65						70					75					80					85					90

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 IMPLSION	+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*