

| WAR    |       |       |       |       | NARN REGIME |                       |       |  |  | G'TAL Class<br>Command Cruiser |  |      |              |         |
|--------|-------|-------|-------|-------|-------------|-----------------------|-------|--|--|--------------------------------|--|------|--------------|---------|
| Hull   | 6     |       |       |       |             | Service Date          | 2263+ |  |  |                                |  | Name | Crew Quality | Ship XP |
| Damage | 60/14 | Crew  |       |       | 75/20       | Craft:                |       |  |  |                                |  |      |              |         |
| Troops | 7     |       |       |       |             | 1 FRAZI FLIGHT        |       |  |  |                                |  |      |              |         |
| Speed  | 5     |       |       |       |             | Special:              |       |  |  |                                |  |      |              |         |
| Turns  | 1/45° | 1/45° | 1/45° | 1/45° |             | COMMAND 2, JUMP POINT |       |  |  |                                |  |      |              |         |

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

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] | Dem. | Crew | Effect                      | Hits | d6  | REACTOR CRITICALS [3] | Dem. | 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    | --- | 4     | --- | Beam, Double Damage, Super AP |
|                            | F   |       | --- | 8     | --- |                               |
|                            | F   |       | --- | 8     | --- |                               |
| *Energy Mine Short Charge* | **  | 20    | --- | (1/2) | --- | Energy Mine                   |
| 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     | --- | 6     | --- | 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     | --- | 4     | --- |                               |

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

| Hits | d6  | WEAPON CRITICALS [4]              | Dem. | 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 |  |  | 55 |  |  |  | 60 |  |  |  |  | 65 |  |  |  | 70 |  |  |  | 75 |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |
| Crew Casualties |    |  |  | 5  |  |  |  | 10 |  |  |  |  | 15 |  |  |  | 20 |  |  |  | 25 |  |  |    | 30 |  |  |    | 35 |  |  |    | 40 |  |  |    | 45 |  |  |    |
|                 | 50 |  |  | 55 |  |  |  | 60 |  |  |  |  | 65 |  |  |  | 70 |  |  |  | 75 |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |
| Crew Casualties |    |  |  | 5  |  |  |  | 10 |  |  |  |  | 15 |  |  |  | 20 |  |  |  | 25 |  |  |    | 30 |  |  |    | 35 |  |  |    | 40 |  |  |    | 45 |  |  |    |
|                 | 50 |  |  | 55 |  |  |  | 60 |  |  |  |  | 65 |  |  |  | 70 |  |  |  | 75 |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |    |  |  |    |

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]      | Dem. | Crew | Effect | Hits | d6 | VITAL SYSTEMS CRITICALS [6] | Dem. | 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 | -                               |
| . . .<br>VITAL SYSTEMS CRITICALS<br>MAY NOT BE REPAIRED<br>. . . |     |                         |      |      |        |      | 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*