BATTLE	THE RAIDERS	ENDGAME DREADNOUGHT

Hull	6			Service Date	2249+	Name	Crew Quality	Ship XP
Damage	48/14	Crew	40/11	Craft: 4 DELTA-V FLIGHTS 4 DOUBLE-V FLIGHTS		ENDGAME		
Troops	6							
Speed	5			Special:				
Turns	1/45°	1/45°		INTERCEPTORS 2, CARRIER 4, FLEET CARRIER, JUMP POINT				

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

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

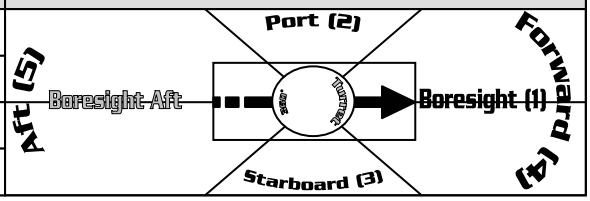
Hits	d6	ENGINE CRITICALS [1-2]	Dam.	Crew	Effect
	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS

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
Medium Laser Cannon	B	20	__ __ __	6	__ __ __	Beam, Double Damage, Super AP
Heavy Pulse Cannon	B	12	__ __ __	8	__ __ __	Twin-Linked
Missile Racks	P	30	__ __ __	4	__ __ __	Precise, Slow-Loading, Super AP
Missile Racks	S	30	__ __ __	4	__ __ __	Precise, Slow-Loading, Super AP
Medium Pulse Cannon	F	10	__ __ __	10	__ __ __	
Medium Pulse Cannon	A	10	__ __ __	6	__ __ __	
Light Plasma Cannons	P	6	__ __ __	4	__ __ __	Armor Piercing
Light Plasma Cannons	S	6	__ __ __	4	__ __ __	Armor Piercing
Particle Beams	P	5	__ __ __	8	__ __ __	Anti-Fighter, Twin-Linked, Weak
Particle Beams	S	5	__ __ __	8	__ __ __	Anti-Fighter, Twin-Linked, Weak
_____	___	___	__ __ __	___	__ __ __	_____

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				
Skeleton Crew	30					35					40																			

Skeleton Crew: No special orders allowed, lose Fleet Carrier, 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	-

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	-

* * VITAL SYSTEMS CRITICALS * *
* * MAY NOT BE REPAIRED * *

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

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