

<b>Abbai Martiarchy - Patrol</b>		Name / Crew Quality																																																																	
<b>Bisaria Escort Frigate</b>		Speed / Troops																																																																	
		<b>9</b>	<b>1</b>	<b>9</b>	<b>1</b>																																																														
<b>Service date</b> 2235+ <b>Hull</b> 4 <b>Turns</b> 2/45° <b>Craft</b> <b>Special</b> Interceptors 2		Hull Damage																																																																	
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WEAPON NAME		RANGE	AD	SPECIAL																																																															
<b>Boresight</b>																																																																			
<b>Forward</b>																																																																			
Comm Disruptor		15	4	SAP																																																															
Quad Particle Array		8	5	TL																																																															
<b>Port</b>																																																																			
Quad Particle Array		8	4	TL																																																															
<b>Starboard</b>																																																																			
Quad Particle Array		8	4	TL																																																															
<b>Aft</b>																																																																			
<b>Boresight (Aft)</b>																																																																			
<b>Turret</b>																																																																			
<b>Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait</b>																																																																			
		Crew Casualties																																																																	
		5	10	5	10																																																														
		15	20	15	20																																																														
		25	25	25	25																																																														
<b>Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2</b>																																																																			
CRITICAL HITS																																																																			
1-2	ENGINE CRITICALS	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	0 SPEED, NO SPECIAL ACTIONS																																																															
3	REACTOR CRITICALS	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	0 SPEED, NO SPECIAL ACTIONS																																																															
4	WEAPON CRITICALS	Dam.	Crew	Effect																																																															
1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD																																																															
4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE																																																															
5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC																																																															
6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE																																																															
5	CREW CRITICALS	Dam.	Crew	Effect																																																															
1-2	FIRE	+0	+2	-																																																															
3-4	MULTIPLE FIRES	+0	+3	-																																																															
5	LOCALIZED DECOMPRESSION	+1	+3	-																																																															
6	HULL BREACH	+2	+4	-																																																															
6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect																																																															
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS																																																															
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL																																																															
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC																																																															
4	SECONDARY EXPLOSIONS	+106	+106	-																																																															
5	REACTOR IMPLOSION	+206	+406	-																																																															
6	CATASTROPHIC EXPLOSION	406	+206	-																																																															
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																																			