

Abbai Martiarchy - Armageddon			Name / Crew Quality					
Brivoki Advanced Warship			Speed / Troops					
			6	4	6	4	6	4
Service date	2264+		Hull Damage					
Hull	6		5	10	5	10	5	10
Turns	1/45°		15	20	15	20	15	20
Craft	Kotha Flight (6)		25	30	25	30	25	30
Special	Carrier 2		35	40	35	40	35	40
	Interceptors 10		45	50	45	50	45	50
	Jump Point		55	60	55	60	55	60
			65	70	65	70	65	70
			75	80	75	80	75	80
			85	90	85	90	85	90
			95	100	95	100	95	100
WEAPON NAME	RANGE	AD	SPECIAL					
Boresight								
Forward								
Advanced Graviton Beam	24	8	AP/B/SL/TD					
Heavy Combat Laser	20	8	B/DD/P/SAP					
Graviton Shifter	10	-	Gravitic Shifter					
Quad Particle Array	8	16	TL					
Port								
Quad Particle Array	8	12	TL					
Starboard								
Quad Particle Array	8	12	TL					
Aft								
Quad Particle Array	8	12	TL					
Boresight (Aft)								
Turret								
Gravitic Bolt	3	6	AFW					
			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					
			Crew Casualties					
			5	10	5	10	5	10
			15	20	15	20	15	20
			25	30	25	30	25	30
			35	40	35	40	35	40
			45	50	45	50	45	50
			55	60	55	60	55	60
			65	70	65	70	65	70
			75	80	75	80	75	80
			85	90	85	90	85	90
			95	100	95	100	95	100
			105	110	105	110	105	110
			115	120	115	120	115	120
			125		125		125	
			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					
			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					