

Abbai Martiarchy - Battle				Name / Crew Quality															
				Speed / Troops				6				2				6			
Lakara Cruiser				Hull Damage															
Service date	2230+			5				10				5				10			
Hull	6			15				20				15				20			
Turns	1/45°			25				30				25				30			
Craft				35				40				35				40			
Special	Interceptors 8 Jump Point			45				50				45				50			
WEAPON NAME RANGE AD SPECIAL																			
Boresight																			
Forward																			
Combat Laser	15	6	AP/B/P																
Quad Particle Array	8	14	TL																
Port																			
Quad Particle Array	8	14	TL																
Starboard																			
Quad Particle Array	8	14	TL																
Aft																			
Quad Particle Array	8	14	TL																
Boresight (Aft)																			
Turret																			
				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			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
				45				50				45				50			
				55				60				55				60			
				65				65				65				65			
				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															