

| <b>Abbai Martiarchy - Battle</b>  |                                | Name / Crew Quality    |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
|---|--------------------------------|------------------------|---------|-----------------------------|---------|--------------|----|---|--------|---------------------|---|---|----|--|--|
|   |                                |                        |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
| <b>Pirocia Starbase</b>   |                                | Troops                 |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
|   |                                | <b>20</b>              |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
| <b>Service date</b> 2230+<br><b>Hull</b> 5<br><b>Craft</b><br><b>Special</b> Carrier 2<br>Command 1<br>Defence Network 8<br>Immobile<br>Interceptors 25<br>Space Station<br>Targets 3   |                                | Hull Damage            |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
|   |                                | <b>700 / 350 / 175</b> |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
| <table border="1"> <thead> <tr> <th>WEAPON NAME</th> <th>RANGE</th> <th>AD</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>Combat Laser</td> <td>24</td> <td>2</td> <td>AP/B/P</td> </tr> <tr> <td>Quad Particle Array</td> <td>8</td> <td>8</td> <td>TL</td> </tr> </tbody> </table> |                                | WEAPON NAME            | RANGE   | AD                          | SPECIAL | Combat Laser | 24 | 2 | AP/B/P | Quad Particle Array | 8 | 8 | TL |  |  |
| WEAPON NAME   | RANGE                          | AD                     | SPECIAL |                             |         |              |    |   |        |                     |   |   |    |  |  |
| Combat Laser  | 24                             | 2                      | AP/B/P  |                             |         |              |    |   |        |                     |   |   |    |  |  |
| Quad Particle Array   | 8                              | 8                      | TL      |                             |         |              |    |   |        |                     |   |   |    |  |  |
| <b>CRITICAL HITS</b>  |                                |                        |         |                             |         |              |    |   |        |                     |   |   |    |  |  |
| 1-2   | <b>ENGINE CRITICALS</b>        | 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   | <b>REACTOR CRITICALS</b>       | 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   | <b>WEAPON CRITICALS</b>        | 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   | <b>CREW CRITICALS</b>          | 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   | <b>VITAL SYSTEMS CRITICALS</b> | 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    | -                           |         |              |    |   |        |                     |   |   |    |  |  |
| <b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>  |                                |                        |         |                             |         |              |    |   |        |                     |   |   |    |  |  |