

Ancients - Ancient				Name / Crew Quality					
The Dark Knife				Speed / Troops					
				10		10	10		
				Hull Damage					
				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	130	125	130	125	130
				135	140	135	140	135	140
				145	150	145	150	145	150
				155	160	155	160	155	160
				165	170	165	170	165	170
				175	180	175	180	175	180
				185	190	185	190	185	190
				195	200	195	200	195	200
Service date Until 2261 Hull 5 Turns 5M Craft Special Advanced Jump Point Flight Computer Self-Repair 2d6 Stealth 5+				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					
WEAPON NAME RANGE AD SPECIAL				Crew Casualties					
Boresight Forward Power Laser 30 8 B/P/SAP/TD Volley Laser 20 12 DD/SAP									
Port Starboard Aft Boresight (Aft) Turret									
				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									