

Ancients - Ancient		Name / Crew Quality											
		Speed / Troops											
The Lordship		8				8				8			
Service date	Until 2261	Hull Damage											
Hull	6	5	10	15	20	5	10	15	20	5	10	15	20
Turns	2/45°	25	30	35	40	25	30	35	40	25	30	35	40
Craft		45	50	55	60	45	50	55	60	45	50	55	60
Special	Adaptive Armour Advanced Jump Point Flight Computer Self-Repair 2d6	65	70	75	80	65	70	75	80	65	70	75	80
		85	90	95	100	85	90	95	100	85	90	95	100
		105	110	115	120	105	110	115	120	105	110	115	120
WEAPON NAME	RANGE AD SPECIAL	125	130	135	140	125	130	135	140	125	130	135	140
	Boresight	145	150	155	160	145	150	155	160	145	150	155	160
	Forward	165	170	175	180	165	170	175	180	165	170	175	180
Hyper Graviton Blaster	20 12 B/P/SAP/TD	185	190	195	200	185	190	195	200	185	190	195	200
Anti-Gravity Beam	12 2 MB/P/SAP	205	210	215	220	205	210	215	220	205	210	215	220
	Port	225				225				225			
Anti-Gravity Beam	12 2 MB/P/SAP	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											
	Starboard	Crew Casualties											
Anti-Gravity Beam	12 2 MB/P/SAP												
	Aft												
Anti-Gravity Beam	12 2 MB/P/SAP												
	Boresight (Aft)	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											
	Turret	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													