

<b>Ancients - Ancient</b>		Name / Crew Quality											
<b>The Traveller</b>		Speed / Troops											
		6			6			6					
<b>Service date</b> Until 2261 <b>Hull</b> 5 <b>Turns</b> 1/45° <b>Craft</b> <b>Special</b> <b>Advanced Jump Point</b> <b>Flight Computer</b> <b>Self-Repair 2d6</b>		Hull Damage											
		5	10	5	10	5	10	5	10	5	10	5	10
		15	20	15	20	15	20	15	20	15	20	15	20
		25	30	25	30	25	30	25	30	25	30	25	30
		35	40	35	40	35	40	35	40	35	40	35	40
		45	50	45	50	45	50	45	50	45	50	45	50
		55	60	55	60	55	60	55	60	55	60	55	60
		65	70	65	70	65	70	65	70	65	70	65	70
		75	80	75	80	75	80	75	80	75	80	75	80
		85	90	85	90	85	90	85	90	85	90	85	90
		95	100	95	100	95	100	95	100	95	100	95	100
		105	110	105	110	105	110	105	110	105	110	105	110
		115	120	115	120	115	120	115	120	115	120	115	120
		125	130	125	130	125	130	125	130	125	130	125	130
		135	140	135	140	135	140	135	140	135	140	135	140
		145	150	145	150	145	150	145	150	145	150	145	150
		155	160	155	160	155	160	155	160	155	160	155	160
		165	170	165	170	165	170	165	170	165	170	165	170
		175	180	175	180	175	180	175	180	175	180	175	180
		185	190	185	190	185	190	185	190	185	190	185	190
		195	200	195	200	195	200	195	200	195	200	195	200
		<b>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</b>											
		<b>Crew Casualties</b>											
		<b>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</b>											
		<b>CRITICAL HITS</b>											
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	+1D6	+1D6	-									
5	REACTOR IMPLOSION	+2D6	+4D6	-									
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-									
		<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>											