

Ancients - Ancient		Name / Crew Quality					
The Triumviron		Speed / Troops					
		8		8	8		
Service date Until 2261 Hull 6 Turns 2/45° Craft Special Advanced Jump Point Flight Computer Self-Repair 4d6		Hull Damage					
		5	10	5	10	5	10
WEAPON NAME RANGE AD SPECIAL Boresight Forward Hyperplasma Cutter 25 6 B/P/SAP/TD Hyperplasma Cutter 25 6 B/P/SAP/TD Hyperplasma Cutter 25 6 B/P/SAP/TD Port Starboard Aft Boresight (Aft) Turret		15	20	15	20	15	20
		25	30	25	30	25	30
Hyperplasma Cutters: For each Hyperplasma Cutter that attacks the same target in a turn, add 2AD. Hyperspace Mastery: Same as Shadows.		35	40	35	40	35	40
		45	50	45	50	45	50
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		55	60	55	60	55	60
		65	70	65	70	65	70
CRITICAL HITS		75	80	75	80	75	80
		85	90	85	90	85	90
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 -		95	100	95	100	95	100
		105	110	105	110	105	110
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL		115	120	115	120	115	120
		125	130	125	130	125	130
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		135	140	135	140	135	140
		145	150	145	150	145	150
Crew Casualties							