

Brakiri Syndicracy - Raid				Name / Crew Quality																			
				Speed / Troops				6				1				6				1			
Batrado Armed Transport				Hull Damage																			
Service date	2238+			5				10				5				10							
Hull	5			15				20				15				20							
Turns	1/45°			25				30				25				30							
Craft				35				40				35				40							
Special	Jump Point			45				50				45				50							
				55				60				55				60							
WEAPON NAME				RANGE				AD				SPECIAL											
Boresight																							
Forward																							
Graviton Pulsar	12			6				AP															
Port																							
Graviton Pulsar	12			4				AP															
Starboard																							
Graviton Pulsar	12			4				AP															
Aft																							
Graviton Pulsar	12			2				AP															
Boresight (Aft)																							
Turret																							
Gravitic Bolt	3			4				AF/W															
				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																			
				Crew Casualties																			
				5				10				5				10							
				15				20				15				20							
				25				30				25				30							
				35				40				35				40							
				45				50				45				50							
				55				60				55				60							
				65				65				65				65							
				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																			