

Brakiri Syndicracy - Raid				Name / Crew Quality																			
				Speed / Troops				8				3				8				3			
<b>Halik Frigate</b>				<b>Hull Damage</b>																			
Service date	2250+			5				10				15				20							
Hull	5			20				25				30				35							
Turns	2/45°			25				30				35				40							
Craft				35				40				45				50							
Special				40				45				50				55							
<b>WEAPON NAME</b>				<b>RANGE</b>				<b>AD</b>				<b>SPECIAL</b>											
<b>Boresight</b>																							
<b>Forward</b>																							
Graviton Pulsar	12			10				AP															
<b>Port</b>																							
Graviton Pulsar	12			8				AP															
<b>Starboard</b>																							
Graviton Pulsar	12			8				AP															
<b>Aft</b>																							
Graviton Pulsar	12			10				AP															
<b>Boresight (Aft)</b>																							
<b>Turret</b>																							
Gravitic Bolt	3			6				AFW															
				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>Crew Casualties</b>																			
				5				10				15				20							
				25				30				35				40							
				35				40				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																			
				<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			+106 +106				-															
5	REACTOR IMPLOSION			+206 +406				-															
6	CATASTROPHIC EXPLOSION			406 +206				-															
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																			