

Brakiri Syndicracy - Skirmish				Name / Crew Quality																				
Ikorta Light Assault Cruiser				Speed / Troops																				
				8			10			8			10			8			10					
				Hull Damage																				
				5			10			5			10			5			10					
				15			20			15			20			15			20					
Service date 2198+																								
Hull 5																								
Turns 1/45°																								
Craft																								
Special Interceptors 2 Shuttles 3																								
WEAPON NAME				RANGE			AD			SPECIAL														
Boresight																								
Forward																								
Grav Cannon 18 2 P/SAP																								
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 2 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			5			10					
				15			20			15			20			15			20					
				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																				