

<b>Brakiri Syndicracy - War</b>				Name / Crew Quality															
<b>Tashkat Advanced Cruiser</b>				Speed / Troops															
				8				5				8				5			
				Hull Damage															
				5	10	15	20	5	10	15	20	5	10	15	20	5	10	15	20
				25	30	35	40	25	30	35	40	25	30	35	40	25	30	35	40
				45	50	55	60	45	50	55	60	45	50	55	60	45	50	55	60
				65	70	75		65	70	75		65	70	75		65	70	75	
				75				75				75				75			
WEAPON NAME				RANGE				AD				SPECIAL							
<b>Boresight</b>																			
<b>Forward</b>																			
Graviton Beam	24	8	AP/B/DD/SL																
Graviton Pulsar	12	10	AP																
Graviton Shifter	6	-	GS																
Graviton Shifter	6	-	GS																
<b>Port</b>																			
Graviton Pulsar	12	10	AP																
<b>Starboard</b>																			
Graviton Pulsar	12	10	AP																
<b>Aft</b>																			
Graviton Pulsar	12	6	AP																
<b>Boresight (Aft)</b>																			
<b>Turret</b>																			
Gravitic Bolt	3	6	AF/W																
				<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>															
				5	10	15	20	5	10	15	20	5	10	15	20	5	10	15	20
				25	30	35	40	25	30	35	40	25	30	35	40	25	30	35	40
				45	50	55	60	45	50	55	60	45	50	55	60	45	50	55	60
				65	70	75		65	70	75		65	70	75		65	70	75	
				75				75				75				75			
				<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			+106	+106	-													
5	REACTOR IMPLOSION			+206	+406	-													
6	CATASTROPHIC EXPLOSION			+406	+206	-													
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>															