

| <b>Civilian - Patrol</b>   |                             |                          |                          | Name / Crew Quality   |                          |                          |                          |
|--|-----------------------------|--------------------------|--------------------------|---|--------------------------|--------------------------|--------------------------|
|  |                             |                          |                          |   |                          |                          |                          |
| <b>Patrol Boat</b>   |                             |                          |                          | Speed / Troops  |                          |                          |                          |
|  |                             |                          |                          | <b>8</b>  | <b>1</b>                 | <b>8</b>                 | <b>1</b>                 |
| <b>Service date</b><br><b>Hull</b> <b>4</b><br><b>Turns</b> <b>2/45°</b><br><b>Craft</b><br><b>Special</b>   |                             |                          |                          | Hull Damage   |                          |                          |                          |
|  |                             |                          |                          | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <b>WEAPON NAME</b> <b>RANGE</b> <b>AD</b> <b>SPECIAL</b><br><br><b>Boresight</b><br><b>Forward</b><br><b>Port</b><br><b>Starboard</b><br><b>Aft</b><br><b>Boresight (Aft)</b><br><b>Turret</b><br><b>Particle Gun</b> <b>6</b> <b>4</b> <b>W</b><br><b>Particle Beam</b> <b>2</b> <b>1</b> <b>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 |                          |                          |                          |
|  |                             |                          |                          | Crew Casualties   |                          |                          |                          |
| <input type="checkbox"/>   | <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | <input type="checkbox"/> |                          |                          |
|  |                             |                          |                          | 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  |                             |                          |                          |   |                          |                          |                          |