

Civilian - Patrol				Name / Crew Quality																											
				Speed / Troops																											
Space Liner				4				1				4				1															
Service date				Hull Damage																											
Hull 3																															
Turns 1/45°				5 10 15 20				5 10 15 20				5 10 15 20				5 10 15 20															
Craft				25 30				25 30				25 30				25 30															
Special																															
WEAPON NAME				RANGE				AD				SPECIAL																			
Boresight																															
Forward																															
Particle Beam				6				4				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															
Port																															
Particle Beam				6				4				W				Crew Casualties															
Starboard																															
Particle Beam				6				4				W				5 10 15 20				5 10 15 20				5 10 15 20				5 10 15 20			
Aft																															
Particle Beam				6				4				W				25 30				25 30				25 30				25 30			
Boresight (Aft)																															
Turret																															
				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																															