

Dilgar Imperium - War			Name / Crew Quality						
Mankhat Dreadnought			Speed / Troops						
			7	8	7	8	7	8	
Service date 2224-2232			Hull Damage						
Hull 6			5		10		10		
Turns 1/45°			15		20		20		
Craft			25		30		30		
Special Jump Point Shuttles 2			35		40		40		
			45		50		50		
WEAPON NAME			RANGE AD			SPECIAL			
Boresight									
Forward									
Disruptor Torpedoes 20 8 AP/DD/SL									
Heavy Bolters 15 10 AP/DD									
Mass Driver 10 10 AP/MD/SL/TD									
Light Pulsars 8 6									
Port									
Heavy Bolters 15 10 AP/DD									
Light Pulsars 8 6									
Starboard									
Heavy Bolters 15 10 AP/DD									
Light Pulsars 8 6									
Aft									
Heavy Bolters 15 10 AP/DD									
Light Pulsars 8 6									
Boresight (Aft)									
Turret									
Virus Bomb Racks 6 8 VB									
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		10		10		10	
15		20		20		20		20	
25		30		30		30		30	
35		40		40		40		40	
45		50		50		50		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									
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									