

Dilgar Imperium - Skirmish				Name / Crew Quality																																																																																																																																																															
Ochlavita Destroyer				Speed / Troops																																																																																																																																																															
				10	3	10	3	10	3																																																																																																																																																										
Service date 2228-2232 Hull 5 Turns 2/45° Craft Special				Hull Damage																																																																																																																																																															
				<table border="1"> <tr> <td></td><td></td><td>5</td><td></td><td>10</td><td></td><td>5</td><td></td><td>10</td><td></td><td>5</td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td>15</td><td></td><td>20</td><td></td><td>15</td><td></td><td>20</td><td></td><td>15</td><td></td><td>20</td> </tr> </table>						5		10		5		10		5		10			15		20		15		20		15		20																																																																																																																																		
		5		10		5		10		5		10																																																																																																																																																							
		15		20		15		20		15		20																																																																																																																																																							
WEAPON NAME RANGE AD SPECIAL				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																																																																																																																																																															
Boresight Laser Cannon 20 1 B/DD/SAP Forward Energy Pulsars 10 4 TL Quad Pulsars 8 8 TL Port Starboard Aft Bolters 10 2 AP/DD Boresight (Aft) Turret Scatter Pulsars 2 4 AF				Crew Casualties																																																																																																																																																															
				<table border="1"> <tr> <td></td><td></td><td>5</td><td></td><td>10</td><td></td><td>5</td><td></td><td>10</td><td></td><td>5</td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td>15</td><td></td><td>20</td><td></td><td>15</td><td></td><td>20</td><td></td><td>15</td><td></td><td>20</td> </tr> </table>						5		10		5		10		5		10			15		20		15		20		15		20																																																																																																																																		
		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																																																																																																																																																															
				<table border="1"> <tr> <th>1-2</th> <th>ENGINE CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th colspan="2">Effect</th> </tr> <tr> <td>1-2</td> <td>POWER RELAYS DESTROYED</td> <td>+0</td> <td>+0</td> <td colspan="2">-1 SPEED</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+1</td> <td>+0</td> <td colspan="2">-2 SPEED</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+2</td> <td>+1</td> <td colspan="2">-4 SPEED</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+3</td> <td>+1</td> <td colspan="2">0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <th>3</th> <th>REACTOR CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th colspan="2">Effect</th> </tr> <tr> <td>1-3</td> <td>CAPACITORS DAMAGED</td> <td>+0</td> <td>+1</td> <td colspan="2">-2 SPEED</td> </tr> <tr> <td>4-5</td> <td>REACTOR GAS LEAK</td> <td>+0</td> <td>+3</td> <td colspan="2">NO SPECIAL ACTIONS</td> </tr> <tr> <td>6</td> <td>REACTOR EXPLOSION</td> <td>+3</td> <td>+4</td> <td colspan="2">0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <th>4</th> <th>WEAPON CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th colspan="2">Effect</th> </tr> <tr> <td>1-3</td> <td>TARGETING SYSTEM DAMAGED</td> <td>+0</td> <td>+1</td> <td colspan="2">ALL WEAPONS LOSE 1AD</td> </tr> <tr> <td>4</td> <td>POWER FLUCTUATIONS</td> <td>+0</td> <td>+0</td> <td colspan="2">ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td>5</td> <td>WEAPONS OFFLINE</td> <td>+2</td> <td>+2</td> <td colspan="2">NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC AMMO EXPLOSION</td> <td>+3</td> <td>+4</td> <td colspan="2">NO WEAPONS MAY FIRE</td> </tr> <tr> <th>5</th> <th>CREW CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th colspan="2">Effect</th> </tr> <tr> <td>1-2</td> <td>FIRE</td> <td>+0</td> <td>+2</td> <td colspan="2">-</td> </tr> <tr> <td>3-4</td> <td>MULTIPLE FIRES</td> <td>+0</td> <td>+3</td> <td colspan="2">-</td> </tr> <tr> <td>5</td> <td>LOCALIZED DECOMPRESSION</td> <td>+1</td> <td>+3</td> <td colspan="2">-</td> </tr> <tr> <td>6</td> <td>HULL BREACH</td> <td>+2</td> <td>+4</td> <td colspan="2">-</td> </tr> <tr> <th>6</th> <th>VITAL SYSTEMS CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th colspan="2">Effect</th> </tr> <tr> <td>1</td> <td>BRIDGE HIT</td> <td>+0</td> <td>+1</td> <td colspan="2">NO SPECIAL ACTIONS</td> </tr> <tr> <td>2</td> <td>ENGINEERING</td> <td>+4</td> <td>+3</td> <td colspan="2">NO DAMAGE CONTROL</td> </tr> <tr> <td>3</td> <td>WEAPONS CONTROL</td> <td>+4</td> <td>+4</td> <td colspan="2">NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>4</td> <td>SECONDARY EXPLOSIONS</td> <td>+106</td> <td>+106</td> <td colspan="2">-</td> </tr> <tr> <td>5</td> <td>REACTOR IMPLOSION</td> <td>+206</td> <td>+406</td> <td colspan="2">-</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC EXPLOSION</td> <td>406</td> <td>+206</td> <td colspan="2">-</td> </tr> </table>				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	-	
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																																																																																																																																																															