

Dilgar Imperium - Skirmish			Name / Crew Quality																				
Omelos Light Cruiser			Speed / Troops																				
			12			3			12			3			12			3					
			Hull Damage																				
Service date 2202-2232																							
Hull 5																							
Turns 2/45°																							
Craft																							
Special																							
WEAPON NAME			RANGE AD			SPECIAL																	
Boresight																							
Forward																							
Disruptor Torpedoes 20 4 AP/DD/SL																							
Pulsars 10 8																							
Light Pulsars 8 6																							
Port																							
Light Pulsars 8 6																							
Starboard																							
Light Pulsars 8 6																							
Aft																							
Light Pulsars 8 6																							
Boresight (Aft)																							
Turret																							
			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																				
			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																				