

Dilgar Imperium - Raid			Name / Crew Quality															
Rohric Assault Ship			Speed / Troops															
			5				6				5				6			
Service date 2230-2232 Hull 6 Turns 2/45° Craft Thorun Flight (1) Special			Hull Damage															
			5				10				5				10			
WEAPON NAME			RANGE AD			SPECIAL			5				10					
Boresight																		
Forward																		
Disruptor Torpedoes	20	6	AP/DD/SL			5				10								
Heavy Bolters	15	8	AP/DD			5				10								
Mass Driver	10	10	AP/MD/SL/TO			5				10								
Light Pulsars	8	5				5				10								
			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				5				10			
			5				10				5				10			
Port																		
Light Pulsars	8	5				5				10								
Starboard																		
Light Pulsars	8	5				5				10								
Aft																		
Light Pulsars	8	5				5				10								
Boresight (Aft)																		
Turret																		
Virus Bomb Racks	6	4	VB			5				10								
			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																		