

Dilgar Imperium - Raid			Name / Crew Quality																	
Targrath Strike Cruiser			Speed / Troops																	
			12			4			12			4								
Service date 2230-2232 Hull 5 Turns 2/45° Craft Special Jump Point			Hull Damage																	
			5			10			5			10			5			10		
			15			20			15			20			15			20		
			25			30			25			30			25			30		
WEAPON NAME			RANGE AD			SPECIAL														
Boresight																				
Forward																				
Disruptor Torpedoes			20			4			AP/DD/SL											
Bolters			10			10			AP/DD											
Port																				
Starboard																				
Aft																				
Energy Pulsars			10			4			TL											
Boresight (Aft)																				
Turret																				
Light Pulsars			8			6														
			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		
			15			20			15			20			15			20		
			25			30			25			30			25			30		
			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																				