

Dilgar Imperium - Battle			Name / Crew Quality											
Wahant Heavy Assault Ship			Speed / Troops											
			4		8		4		8		4		8	
			Hull Damage											
			5		10		5		10		5		10	
			15		20		15		20		15		20	
			25		30		25		30		25		30	
			35		40		35		40		35		40	
			45		50		45		50		45		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											
Mass Driver	10	10	AP/MD/SL/TD											
Light Pulsars	8	10												
Port														
Light Pulsars	8	10												
Starboard														
Light Pulsars	8	10												
Aft														
Disruptor Torpedoes	20	8	AP/DD/SL											
Light Pulsars	8	10												
Boresight (Aft)														
Turret														
Virus Bomb Racks	6	6	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		5		10		5		10	
			15		20		15		20		15		20	
			25		30		25		30		25		30	
			35		40		35		40		35		40	
			45		50		45		50		45		50	
			55				55				55			
			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											