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Turns	2/45°	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																																																																																																																																																											
Craft	Frazi Flight (5)	Crew Casualties																																																																																																																																																											
Special	Advanced Jump Point Command +2 Flight Computer Interceptors 4	<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td></tr> <tr><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td></tr> <tr><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td></tr> <tr><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td></tr> <tr><td></td><td></td><td>75</td><td></td><td></td><td>80</td><td></td><td></td><td>75</td><td></td><td></td><td>80</td><td></td><td></td><td>75</td><td></td><td></td><td>80</td></tr> </table>														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			60			55			60			55			60			65			70			65			70			65			70			75			80			75			80			75			80
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Boresight																																																																																																																																																													
Heavy Laser Cannon	30	6 B/DD/SAP																																																																																																																																																											
Forward																																																																																																																																																													
Advanced Mag Gun	25	3 B/SAP/TD																																																																																																																																																											
Advanced Energy Mine	45	8 EM																																																																																																																																																											
Ion Torpedo	30	4 P/SAP																																																																																																																																																											
Pulse Cannon	10	10																																																																																																																																																											
Port																																																																																																																																																													
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		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																																																																																																																																																											
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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																																																																																																																																																													