

Raiders - Raid			Name / Crew Quality																	
Battlewagon			Speed / Troops																	
			6			4			6			4			6			4		
Service date 2242+ Hull 6 Turns 1/45° Craft Delta-V Flight (4) Special Interceptors 2 Jump Point			Hull Damage																	
			5				10				5				10					
			15				20				15				20					
			25				30				25				30					
			35				35				35				35					
WEAPON NAME			RANGE AD			SPECIAL														
Boresight																				
Medium Laser Cannon			20 3			B/DD/SAP														
Forward																				
Medium Pulse Cannon			10 10																	
Particle Beam			4 4			AF/W														
Port																				
Particle Beam			4 4			AF/W														
Starboard																				
Particle Beam			4 4			AF/W														
Aft																				
Twin Particle Array			8 6			TL/W														
Particle Beam			4 4			AF/W														
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																	
				5				10				5				10				
				15				20				15				20				
				25				30				25				30				
				35				40				35				40				
			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																				