

Raiders - Patrol				Name / Crew Quality								
Modified Freighter				Speed / Troops								
				4	1	4	1	4	1			
				Hull Damage								
				5	5	5	5	5	5	5	5	5
				NO	NO	NO	NO	NO	NO	NO	NO	NO
				Crew Casualties								
				5	5	5	5	5	5	5	5	5
				NO	NO	NO	NO	NO	NO	NO	NO	NO
Service date 2190+				<p style="text-align: center;">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</p>								
Hull 5												
Turns 1/45°												
Craft												
Special												
WEAPON NAME				RANGE		AD		SPECIAL				
Boresight												
Forward												
Medium Pulse Cannon				8	3							
Port												
Medium Pulse Cannon				8	3							
Starboard												
Medium Pulse Cannon				8	3							
Aft												
Medium Pulse Cannon				8	3							
Boresight (Aft)												
Turret												
Particle Beam				4	2		AF/W					
				<p style="text-align: center;">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</p>								
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												