

Raiders - Skirmish		Name / Crew Quality																																																																																																																																			
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Special	Carrier 4 Jump Point	<p>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>																																																																																																																																			
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Forward		<p>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>																																																																																																																																			
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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																																																																																																																																					