

<b>Ancients - Ancient</b>				Name / Crew Quality				
<b>The Dark Knife</b>				Speed / Troops				
				<b>10</b>		<b>10</b>	<b>10</b>	
Service date <b>Until 2261</b>				Hull Damage				
Hull <b>5</b>				5	10	5	10	
Turns <b>5M</b>				15	20	15	20	
Craft				25	30	25	30	
Special <b>Advanced Jump Point</b>				35	40	35	40	
<b>Flight Computer</b>				45	50	45	50	
<b>Self-Repair 2d6</b>				55	60	55	60	
<b>Stealth 5+</b>				65	70	65	70	
				75	80	75	80	
				85	90	85	90	
				95	100	95	100	
				105	110	105	110	
				115	120	115	120	
				125	130	125	130	
				135	140	135	140	
				145	150	145	150	
				155	160	155	160	
				165	170	165	170	
				175	180	175	180	
				185	190	185	190	
				195	200	195	200	
				<b>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</b>				
				Crew Casualties				
				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				
				<b>CRITICAL HITS</b>				
				<b>1-2</b>	<b>ENGINE CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>
				<b>1-2</b>	<b>POWER RELAYS DESTROYED</b>	<b>+0</b>	<b>+0</b>	<b>-1 SPEED</b>
				<b>3-4</b>	<b>THRUSTERS DAMAGED</b>	<b>+1</b>	<b>+0</b>	<b>-2 SPEED</b>
				<b>5</b>	<b>FUEL SYSTEM RUPTURED</b>	<b>+2</b>	<b>+1</b>	<b>-4 SPEED</b>
				<b>6</b>	<b>ENGINES DISABLED</b>	<b>+3</b>	<b>+1</b>	<b>0 SPEED, NO SPECIAL ACTIONS</b>
				<b>3</b>	<b>REACTOR CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>
				<b>1-3</b>	<b>CAPACITORS DAMAGED</b>	<b>+0</b>	<b>+1</b>	<b>-2 SPEED</b>
				<b>4-5</b>	<b>REACTOR GAS LEAK</b>	<b>+0</b>	<b>+3</b>	<b>NO SPECIAL ACTIONS</b>
				<b>6</b>	<b>REACTOR EXPLOSION</b>	<b>+3</b>	<b>+4</b>	<b>0 SPEED, NO SPECIAL ACTIONS</b>
				<b>4</b>	<b>WEAPON CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>
				<b>1-3</b>	<b>TARGETING SYSTEM DAMAGED</b>	<b>+0</b>	<b>+1</b>	<b>ALL WEAPONS LOSE 1AD</b>
				<b>4</b>	<b>POWER FLUCTUATIONS</b>	<b>+0</b>	<b>+0</b>	<b>ALL WEAPONS NEED 4+ TO FIRE</b>
				<b>5</b>	<b>WEAPONS OFFLINE</b>	<b>+2</b>	<b>+2</b>	<b>NO FIRING 1 RANDOM ARC</b>
				<b>6</b>	<b>CATASTROPHIC AMMO EXPLOSION</b>	<b>+3</b>	<b>+4</b>	<b>NO WEAPONS MAY FIRE</b>
				<b>5</b>	<b>CREW CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>
				<b>1-2</b>	<b>FIRE</b>	<b>+0</b>	<b>+2</b>	<b>-</b>
				<b>3-4</b>	<b>MULTIPLE FIRES</b>	<b>+0</b>	<b>+3</b>	<b>-</b>
				<b>5</b>	<b>LOCALIZED DECOMPRESSION</b>	<b>+1</b>	<b>+3</b>	<b>-</b>
				<b>6</b>	<b>HULL BREACH</b>	<b>+2</b>	<b>+4</b>	<b>-</b>
				<b>6</b>	<b>VITAL SYSTEMS CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>
				<b>1</b>	<b>BRIDGE HIT</b>	<b>+0</b>	<b>+1</b>	<b>NO SPECIAL ACTIONS</b>
				<b>2</b>	<b>ENGINEERING</b>	<b>+4</b>	<b>+3</b>	<b>NO DAMAGE CONTROL</b>
				<b>3</b>	<b>WEAPONS CONTROL</b>	<b>+4</b>	<b>+4</b>	<b>NO FIRING 1 RANDOM ARC</b>
				<b>4</b>	<b>SECONDARY EXPLOSIONS</b>	<b>+106</b>	<b>+106</b>	<b>-</b>
				<b>5</b>	<b>REACTOR IMPLOSION</b>	<b>+206</b>	<b>+406</b>	<b>-</b>
				<b>6</b>	<b>CATASTROPHIC EXPLOSION</b>	<b>406</b>	<b>+206</b>	<b>-</b>
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>				