

Ancients - Ancient		Name / Crew Quality											
		Speed / Troops											
The Lordship		8			8			8					
Service date	Until 2261	Hull Damage											
Hull	6	5	10	5	10	5	10	5	10	5	10	5	10
Turns	2/45°	15	20	15	20	15	20	15	20	15	20	15	20
Craft		25	30	25	30	25	30	25	30	25	30	25	30
Special	Adaptive Armour Advanced Jump Point Flight Computer Self-Repair 2d6	35	40	35	40	35	40	35	40	35	40	35	40
		45	50	45	50	45	50	45	50	45	50	45	50
		55	60	55	60	55	60	55	60	55	60	55	60
		65	70	65	70	65	70	65	70	65	70	65	70
		75	80	75	80	75	80	75	80	75	80	75	80
		85	90	85	90	85	90	85	90	85	90	85	90
		95	100	95	100	95	100	95	100	95	100	95	100
		105	110	105	110	105	110	105	110	105	110	105	110
		115	120	115	120	115	120	115	120	115	120	115	120
		125	130	125	130	125	130	125	130	125	130	125	130
		135	140	135	140	135	140	135	140	135	140	135	140
		145	150	145	150	145	150	145	150	145	150	145	150
		155	160	155	160	155	160	155	160	155	160	155	160
		165	170	165	170	165	170	165	170	165	170	165	170
		175	180	175	180	175	180	175	180	175	180	175	180
		185	190	185	190	185	190	185	190	185	190	185	190
		195	200	195	200	195	200	195	200	195	200	195	200
		205	210	205	210	205	210	205	210	205	210	205	210
		215	220	215	220	215	220	215	220	215	220	215	220
		225	230	225	230	225	230	225	230	225	230	225	230
WEAPON NAME	RANGE AD SPECIAL												
Boresight													
Forward													
Hyper Graviton Blaster	20 12 B/P/SAP/TD												
Anti-Gravity Beam	12 2 MB/P/SAP												
Port													
Anti-Gravity Beam	12 2 MB/P/SAP												
Starboard													
Anti-Gravity Beam	12 2 MB/P/SAP												
Aft													
Anti-Gravity Beam	12 2 MB/P/SAP												
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													
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													