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WEAPON NAME RANGE AD SPECIAL Boresight Heavy Particle Cannon 35 6 B/SAP/TO Forward Railguns 20 8 AP/DD Laser/Pulse Array 15 10 TL Missile Rack 30 6 P/SI/SAP Port Laser/Pulse Array 15 10 TL Starboard Laser/Pulse Array 15 10 TL Aft Railguns 20 4 AP/DD Laser/Pulse Array 15 10 TL Boresight (Aft) Turret Particle Beams 6 6 AF Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 12". They gain the AP and Beam traits, but lose Twin-Linked.		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 <table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td></tr> <tr><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td></tr> <tr><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td></tr> <tr><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td></tr> <tr><td></td><td></td><td>75</td><td></td><td></td><td>80</td><td></td><td></td><td>75</td><td></td><td></td><td>80</td><td></td><td></td><td>75</td><td></td><td></td><td>80</td></tr> <tr><td></td><td></td><td>85</td><td></td><td></td><td>90</td><td></td><td></td><td>85</td><td></td><td></td><td>90</td><td></td><td></td><td>85</td><td></td><td></td><td>90</td></tr> <tr><td></td><td></td><td>95</td><td></td><td></td><td></td><td></td><td></td><td>95</td><td></td><td></td><td></td><td></td><td></td><td>95</td><td></td><td></td><td></td></tr> </table> 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								5			10			5			10			5			10			15			20			15			20			15			20			25			30			25			30			25			30			35			40			35			40			35			40			45			50			45			50			45			50			55			60			55			60			55			60			65			70			65			70			65			70			75			80			75			80			75			80			85			90			85			90			85			90			95						95						95			
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