

Raiders - Raid			Name / Crew Quality															
Battlewagon			Speed / Troops															
			6			4			6			4			6			4
Service date 2242+ Hull 6 Turns 1/45° Craft Delta-V Flight (4) Special Interceptors 2 Jump Point			Hull Damage															
			5				10				5				10			
			15				20				15				20			
			25				30				25				30			
			35				40				35				40			
WEAPON NAME RANGE AD SPECIAL																		
Boresight																		
Medium Laser Cannon 20 3 B/DD/SAP																		
Forward																		
Medium Pulse Cannon 10 10																		
Particle Beam 4 4 AF/W																		
Port																		
Particle Beam 4 4 AF/W																		
Starboard																		
Particle Beam 4 4 AF/W																		
Aft																		
Twin Particle Array 8 6 TL/W																		
Particle Beam 4 4 AF/W																		
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															
			5				10				5				10			
			15				20				15				20			
			25				30				25				30			
			35				40				35				40			
			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															