

<b>Raiders - Patrol</b>			Name / Crew Quality			
<b>Modified Freighter</b>			Speed / Troops			
			<b>4</b>	<b>1</b>	<b>4</b>	<b>1</b>
<b>Service date</b> 2190+ <b>Hull</b> 5 <b>Turns</b> 1/45° <b>Craft</b> <b>Special</b>			Hull Damage			
WEAPON NAME			RANGE	AD	SPECIAL	
<b>Boresight</b>						
<b>Forward</b>						
Medium Pulse Cannon	8	3				
<b>Port</b>						
Medium Pulse Cannon	8	3				
<b>Starboard</b>						
Medium Pulse Cannon	8	3				
<b>Aft</b>						
Medium Pulse Cannon	8	3				
<b>Boresight (Aft)</b>						
<b>Turret</b>						
Particle Beam	4	2	AF/W			
<p style="text-align: center;"><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></p>						
Crew Casualties						
<p style="text-align: center;"><b>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></p>						
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						