

Raiders - Battle				Name / Crew Quality															
Raiders Nova Dreadnought				Speed / Troops															
				4				2				4				2			
				Hull Damage															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
				45				50				45				50			
				55				60				55				60			
				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			
				45				50				45				50			
				55				60				55				60			
				65				70				65				70			
				75				80				75				80			
				85				90				85				90			
				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															
Service date	2262+																		
Hull	5																		
Turns	1/45°																		
Craft	Delta-V Flight (6)																		
Special	Carrier 2 Interceptors 4 Jump Point																		
WEAPON NAME				RANGE				AD				SPECIAL							
<b>Boresight</b>																			
Combat Laser	18			6			AP/B												
<b>Forward</b>																			
Laser/Pulse Array	12			12			TL												
<b>Port</b>																			
Laser/Pulse Array	12			12			TL												
<b>Starboard</b>																			
Laser/Pulse Array	12			12			TL												
<b>Aft</b>																			
Laser/Pulse Array	12			12			TL												
<b>Boresight (Aft)</b>																			
<b>Turret</b>																			
<b>Laser/Pulse Arrays:</b> These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8". They gain the AP and Beam traits, but lose Twin-Linked.																			