

Vree Conglomerate - Patrol				Name / Crew Quality																																																																																			
Xaar Patrol Boat				Speed / Troops																																																																																			
Service date 2225+ Hull 4 Turns 2/90° Craft Special Dodge 5+				12	1	12	1	12	1																																																																														
				Hull Damage																																																																																			
				<div style="display: flex; justify-content: space-between;"> <div style="width: 25%;"> <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> </div> <div style="width: 25%;"> <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> </div> <div style="width: 25%;"> <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> </div> <div style="width: 25%;"> <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> </div> </div>																																																																																			
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																																																																																							
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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																																																																																							