

Brakiri Syndicracy - War				Name / Crew Quality															
				Speed / Troops															
Takata Mine Cruiser				10				5				10				5			
Service date	2264+			Hull Damage															
Hull	6			10				5				10				5			
Turns	2/45°			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															
Craft				Crew Casualties															
Special	Interceptors 5 Jump Point			10				5				10				5			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Forward																			
Gravitic Mine	30	4	EM																
Gravitic Mine	30	4	EM																
Gravitic Mine	30	4	EM																
Gravitic Mine	30	4	EM																
Graviton Pulsar	12	10	AP																
Port																			
Graviton Pulsar	12	10	AP																
Starboard																			
Graviton Pulsar	12	10	AP																
Aft																			
Graviton Pulsar	12	6	AP																
Boresight (Aft)																			
Turret																			
Gravitic Bolt	3	6	AFW																
				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															