

<b>Civilian - Patrol</b>				Name / Crew Quality					
<b>Corporate Freighter</b>				Speed / Troops					
				<b>4</b>	<b>1</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>1</b>
<b>Service date</b>				<b>Hull Damage</b>					
<b>Hull</b>	<b>4</b>								
<b>Turns</b>	<b>1/45°</b>								
<b>Craft</b>									
<b>Special</b>									
<b>WEAPON NAME</b>	<b>RANGE</b>	<b>AD</b>	<b>SPECIAL</b>						
<b>Boresight</b>									
<b>Forward</b>									
<b>Port</b>									
<b>Starboard</b>									
<b>Aft</b>									
<b>Boresight (Aft)</b>									
<b>Turret</b>									
<b>Particle Beam</b>	<b>8</b>	<b>4</b>	<b>W</b>						
				<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>					
				<b>Crew Casualties</b>					
				<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>					
<b>CRITICAL HITS</b>									
<b>1-2</b>	<b>ENGINE CRITICALS</b>			<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>			
<b>1-2</b>	<b>POWER RELAYS DESTROYED</b>			<b>+0</b>	<b>+0</b>	<b>-1 SPEED</b>			
<b>3-4</b>	<b>THRUSTERS DAMAGED</b>			<b>+1</b>	<b>+0</b>	<b>-2 SPEED</b>			
<b>5</b>	<b>FUEL SYSTEM RUPTURED</b>			<b>+2</b>	<b>+1</b>	<b>-4 SPEED</b>			
<b>6</b>	<b>ENGINES DISABLED</b>			<b>+3</b>	<b>+1</b>	<b>0 SPEED, NO SPECIAL ACTIONS</b>			
<b>3</b>	<b>REACTOR CRITICALS</b>			<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>			
<b>1-3</b>	<b>CAPACITORS DAMAGED</b>			<b>+0</b>	<b>+1</b>	<b>-2 SPEED</b>			
<b>4-5</b>	<b>REACTOR GAS LEAK</b>			<b>+0</b>	<b>+3</b>	<b>NO SPECIAL ACTIONS</b>			
<b>6</b>	<b>REACTOR EXPLOSION</b>			<b>+3</b>	<b>+4</b>	<b>0 SPEED, NO SPECIAL ACTIONS</b>			
<b>4</b>	<b>WEAPON CRITICALS</b>			<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>			
<b>1-3</b>	<b>TARGETING SYSTEM DAMAGED</b>			<b>+0</b>	<b>+1</b>	<b>ALL WEAPONS LOSE 1AD</b>			
<b>4</b>	<b>POWER FLUCTUATIONS</b>			<b>+0</b>	<b>+0</b>	<b>ALL WEAPONS NEED 4+ TO FIRE</b>			
<b>5</b>	<b>WEAPONS OFFLINE</b>			<b>+2</b>	<b>+2</b>	<b>NO FIRING 1 RANDOM ARC</b>			
<b>6</b>	<b>CATASTROPHIC AMMO EXPLOSION</b>			<b>+3</b>	<b>+4</b>	<b>NO WEAPONS MAY FIRE</b>			
<b>5</b>	<b>CREW CRITICALS</b>			<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>			
<b>1-2</b>	<b>FIRE</b>			<b>+0</b>	<b>+2</b>	<b>-</b>			
<b>3-4</b>	<b>MULTIPLE FIRES</b>			<b>+0</b>	<b>+3</b>	<b>-</b>			
<b>5</b>	<b>LOCALIZED DECOMPRESSION</b>			<b>+1</b>	<b>+3</b>	<b>-</b>			
<b>6</b>	<b>HULL BREACH</b>			<b>+2</b>	<b>+4</b>	<b>-</b>			
<b>6</b>	<b>VITAL SYSTEMS CRITICALS</b>			<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>			
<b>1</b>	<b>BRIDGE HIT</b>			<b>+0</b>	<b>+1</b>	<b>NO SPECIAL ACTIONS</b>			
<b>2</b>	<b>ENGINEERING</b>			<b>+4</b>	<b>+3</b>	<b>NO DAMAGE CONTROL</b>			
<b>3</b>	<b>WEAPONS CONTROL</b>			<b>+4</b>	<b>+4</b>	<b>NO FIRING 1 RANDOM ARC</b>			
<b>4</b>	<b>SECONDARY EXPLOSIONS</b>			<b>+106</b>	<b>+106</b>	<b>-</b>			
<b>5</b>	<b>REACTOR IMPLOSION</b>			<b>+206</b>	<b>+406</b>	<b>-</b>			
<b>6</b>	<b>CATASTROPHIC EXPLOSION</b>			<b>406</b>	<b>+206</b>	<b>-</b>			
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>									