

Dilgar Imperium - Battle			Name / Crew Quality					
Kahtrick Assault Ship			Speed / Troops					
			4	8	4	8	4	8
Service date 2226-2232			Hull Damage					
Hull 6			5	10	5	10	5	10
Turns 1/45°			15	20	15	20	15	20
Craft Thorun Flight (2)			25	30	25	30	25	30
Special			35	40	35	40	35	40
			45	50	45	50	45	50
WEAPON NAME RANGE AD SPECIAL								
Boresight								
Forward								
Disruptor Torpedoes	20	4	AP/DD/SL					
Disruptor Torpedoes	20	4	AP/DD/SL					
Heavy Bolters	15	10	AP/DD					
Pulsars	10	6						
Mass Driver	10	10	AP/MD/SL/TD					
Mass Driver	10	10	AP/MD/SL/TD					
Light Pulsars	8	6						
Port								
Light Pulsars	8	6						
Starboard								
Light Pulsars	8	6						
Aft								
Light Pulsars	8	6						
Boresight (Aft)								
Turret								
			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	5	10
			15	20	15	20	15	20
			25	30	25	30	25	30
			35	40	35	40	35	40
			45	50	45	50	45	50
			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					