

Drakh - Battle			Name / Crew Quality																	
Drakh Carrier			Speed / Troops																	
			6			3			6			3			6			3		
Service date 2260+			Hull Damage																	
Hull 4			5				10				5				10					
Turns 1/45°			15				20				15				20					
Craft Breaching Pod (3)			25				30				25				30					
Heavy Raider (4)			35				40				35				40					
Special Advanced Jump Point			45				45				45				45					
Flight Computer																				
Gravitic Energy Grid 3																				
Huge Hangars 4																				
WEAPON NAME			RANGE AD			SPECIAL														
Boresight																				
Forward			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																	
Heavy Neutron Cannon 20 2 B/DD/P/SAP			Crew Casualties																	
Pulse Cannon 10 4 AP/TL			5				10				5				10					
			15				20				15				20					
Port			25				30				25				30					
Pulse Cannon 10 4 AP/TL			35				40				35				40					
			45				45				45				45					
Starboard																				
Pulse Cannon 10 4 AP/TL																				
Aft																				
Pulse Cannon 10 4 AP/TL			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																				