

Drakh - Battle			Name / Crew Quality																				
Drakh Cruiser			Speed / Troops																				
			8			3			8			3			8			3					
Service date 2260+ Hull 5 Turns 1/45° Craft Special Advanced Jump Point Flight Computer Gravitic Energy Grid 3			Hull Damage																				
			5				10				15				20				25				30
WEAPON NAME			RANGE			AD			SPECIAL														
<b>Boresight</b>																							
<b>Forward</b>																							
Heavy Neutron Cannon	25	4	B/DD/P/SAP																				
Pulse Cannon	10	6	AP/TL																				
<b>Port</b>																							
Pulse Cannon	10	6	AP/TL																				
<b>Starboard</b>																							
Pulse Cannon	10	6	AP/TL																				
<b>Aft</b>																							
Heavy Neutron Cannon	25	4	AF/B/DD/P/SAP																				
Pulse Cannon	10	6	AP/TL																				
<b>Boresight (Aft)</b>																							
<b>Turret</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																				
			Crew Casualties																				
5				10				15				20				25				30			
			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>CRITICAL HITS</b>																							
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		-																	
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																							