

Drakh - Skirmish		Name / Crew Quality																																																																																																																																														
Drakh Heavy Raider		Speed / Troops																																																																																																																																														
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Service date 2260+ Hull 4 Turns 2/45° Craft Special Dodge 5+ Flight Computer Gravitic Energy Grid 1		Hull Damage																																																																																																																																														
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WEAPON NAME RANGE AD SPECIAL Boresight Forward Heavy Neutron Cannon 8 2 B/DD/P/SAP Port Starboard Aft 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																																																																																																																																														
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		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																																																																																																																																														
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