

<b>Drakh - Patrol</b>				Name / Crew Quality																										
<b>Drakh Scout</b>				Speed / Troops																										
Service date 2260+				12	1	12	1	12	1																					
Hull 4				Hull Damage																										
Turns 2/45°				<table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> </table>						5				10				5				10				5				10
5				10				5				10				5				10										
Craft																														
Special																														
Flight Computer Gravitic Energy Grid 1 Scout Stealth 4+																														
WEAPON NAME	RANGE	AD	SPECIAL	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>Boresight</b>																														
<b>Forward</b>				Crew Casualties <table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> </table>						5				10				5				10				5				10
5				10				5				10				5				10										
Pulse Cannon	10	6	AP	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>Port</b>																														
<b>Starboard</b>																														
<b>Aft</b>																														
<b>Boresight (Aft)</b>																														
<b>Turret</b>																														
CRITICAL HITS				Dam.	Crew	Effect																								
1-2	ENGINE CRITICALS					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>																														