

Drazi Freehold - Skirmish				Name / Crew Quality															
Darkhawk Missile Cruiser				Speed / Troops															
				12			3			12			3						
Service date 2214+				Hull Damage															
Hull 4				5			10			5			10						
Turns 2/45°				5			10			5			10						
Craft				5			10			5			10						
Special				5			10			5			10						
WEAPON NAME				RANGE AD SPECIAL															
Boresight																			
Particle Cutter				12 2 AP/B															
Forward																			
Missile Rack				30 4 P/SL/SAP															
Particle Beam				4 4 AF/W															
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															
				Crew Casualties															
				5			10			5			10						
				15			15			15			15						
				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																			