

Drazi Freehold - War		Name / Crew Quality																																																																																																																																																															
Fireraptor Battleship		Speed / Troops																																																																																																																																																															
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Boresight																																																																																																																																																																	
Solar Cannon	18	6	B/SI/SAP/TO																																																																																																																																																														
Particle Cannon	15	8	B/SAP																																																																																																																																																														
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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																																																																																																																																																																	
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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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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																																																																																																																																																																	