

Drazi Freehold - Skirmish				Name / Crew Quality					
Jumphawk Command Cruiser				Speed / Troops					
				12	3	12	3	12	3
Service date 2206+				Hull Damage					
Hull 5									
Turns 2/45°									
Craft									
Special Command 1 Jump Point									
WEAPON NAME RANGE AD SPECIAL									
Boresight									
Particle Cannon 15 4 B/SAP									
Particle Blaster 8 6 TL									
Forward									
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					
				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					