

Drazi Freehold - Battle		Name / Crew Quality								
Nightfalcon Heavy Carrier		Speed / Troops								
		8	4	8	4	8	4	8	4	
Service date 2258+		Hull Damage								
Hull 6		5	10	5	10	5	10	5	10	
Turns 2/45°		15	20	15	20	15	20	15	20	
Craft Star Snake Flight (3)		25	30	25	30	25	30	25	30	
Sky Serpent Flight (3)		35	40	35	40	35	40	35	40	
Special Carrier 3		45	50	45	50	45	50	45	50	
Command 1										
Jump Point										
WEAPON NAME		RANGE AD		SPECIAL						
Boresight										
Particle Cannon		15	6	B/SAP	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					
Forward										
Heavy Particle Blaster		8	4	DD	Crew Casualties					
Twin Particle Array		8	10	TL	5	10	5	10	5	10
Port		15	20	15	20	15	20	15	20	
Starboard		25	30	25	30	25	30	25	30	
Aft		35	40	35	40	35	40	35	40	
Boresight (Aft)		45	50	45	50	45	50	45	50	
Turret		55	60	55	60	55	60	55	60	
		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								