

<b>Drazi Freehold - Battle</b>		Name / Crew Quality																							
		Speed / Troops																							
<b>Stormfalcon Heavy Cruiser</b>		10	5	10	5	10	5	10	5	10	5	10	5												
<b>Service date</b>	2238+	<b>Hull Damage</b>																							
<b>Hull</b>	6			5				10				5				10				5				10	
<b>Turns</b>	2/45°			15				20				15			20				15				20		
<b>Craft</b>	Star Snake Flight (2) Sky Serpent Flight (1)			25				30				25			30				25				30		
<b>Special</b>	Jump Point			35				40				35			40				35				40		
				45				50				45			50				45				50		
<b>WEAPON NAME</b>		<b>RANGE</b>		<b>AD</b>		<b>SPECIAL</b>																			
<b>Boresight</b>																									
Solar Cannon	18	4	B/SL/SAP/TD																						
Particle Cannon	15	4	B/SAP																						
<b>Forward</b>																									
Particle Repeater	12	8	TL																						
Heavy Particle Blaster	8	4	DD																						
<b>Port</b>																									
<b>Starboard</b>																									
<b>Aft</b>																									
<b>Boresight (Aft)</b>																									
<b>Turret</b>																									
<b>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>																									
<b>Crew Casualties</b>																									
				5				10				5				10				5				10	
				15				20				15			20				15				20		
				25				30				25			30				25				30		
				35				40				35			40				35				40		
				45				50				45			50				45				50		
				55				60				55			60				55				60		
<b>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>																									
<b>CRITICAL HITS</b>																									
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	-																				
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																									