

| <b>Drazi Freehold - Patrol</b>   |  |                             |  | Name / Crew Quality   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
|--|--|-----------------------------|--|---|--|------|--|------|--|-----------------------------|--|---------|--|---|--|----|--|--|--|
|  |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <b>Sunhawk Battlecruiser</b>   |  |                             |  | Speed / Troops  |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
|  |  |                             |  | 12  |  |      |  | 2    |  | 12                          |  |         |  | 2 |  | 12 |  |  |  |
| Service date 2198+<br>Hull 4<br>Turns 2/45°<br>Craft<br>Special        |  |                             |  | Hull Damage   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
|  |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| WEAPON NAME  |  |                             |  | RANGE   |  |      |  | AD   |  |                             |  | SPECIAL |  |   |  |    |  |  |  |
| <b>Boresight</b>   |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| Particle Cutter  |  |                             |  | 12  |  |      |  | 2    |  |                             |  | AP/B    |  |   |  |    |  |  |  |
| Particle Blaster   |  |                             |  | 8   |  |      |  | 4    |  |                             |  | TL      |  |   |  |    |  |  |  |
| <b>Forward</b>   |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| Particle Beam  |  |                             |  | 4   |  |      |  | 2    |  |                             |  | AF/W    |  |   |  |    |  |  |  |
| <b>Port</b>  |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <b>Starboard</b>   |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <b>Aft</b>   |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <b>Boresight (Aft)</b>   |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <b>Turret</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 |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
|  |  |                             |  | 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                               |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |
| <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> |  |                             |  |   |  |      |  |      |  |                             |  |         |  |   |  |    |  |  |  |