

Drazi Freehold - Skirmish				Name / Crew Quality															
				Speed / Troops				Hull Damage				Crew Casualties							
Warbird Cruiser				12				3				12				3			
Service date 2234+				5				10				5				10			
Hull 6				15				15				15				15			
Turns 2/45°																			
Craft																			
Special																			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Particle Cannon				15				3				B/SAP							
Particle Repeater				10				8				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																			
				5				10				5				10			
				15				20				15				20			
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																			