

Drakh - Raid			Name / Crew Quality															
Drakh Light Cruiser			Speed / Troops															
			8				2				8				2			
Service date 2260+ Hull 5 Turns 2/45° Craft Special Advanced Jump Point Flight Computer Gravitic Energy Grid 2			Hull Damage															
			5 15 20				5 15 20				5 15 20				5 15 20			
WEAPON NAME RANGE AD SPECIAL																		
Boresight																		
Forward																		
Heavy Neutron Cannon	18	3	B/DD/P/SAP															
Pulse Cannon	10	6	AP															
Port																		
Pulse Cannon	10	6	AP															
Starboard																		
Pulse Cannon	10	6	AP															
Aft																		
Pulse Cannon	10	6	AP															
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															
			5 15 20				5 15 20				5 15 20				5 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															