

Drakh - Skirmish		Name / Crew Quality																																											
Drakh Light Raider		Speed / Troops																																											
		14	1	14	1																																								
Service date 2260+ Hull 4 Turns 2/90° Craft Special Dodge 4+ Flight Computer Gravitic Energy Grid 1		Hull Damage																																											
		<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15		
		5		10																																									
		15																																											
		5		10																																									
		15																																											
		5		10																																									
		15																																											
		5		10																																									
		15																																											
WEAPON NAME		RANGE AD	SPECIAL																																										
Boresight																																													
Forward																																													
Light Neutron Cannon	8	2	AF/AP/B/P																																										
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																																											
		Crew Casualties																																											
		<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15			<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td></tr> </table>			5		10			15		
		5		10																																									
		15																																											
		5		10																																									
		15																																											
		5		10																																									
		15																																											
		5		10																																									
		15																																											
		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																																													