

<b>Drakh - War</b>			Name / Crew Quality																	
<b>Drakh Mothership</b>			Speed / Troops																	
			4				4				4									
<b>Service date</b> 2260+ <b>Hull</b> 4 <b>Turns</b> 1/45° <b>Craft</b> Breaching Pod (4) Heavy Raider (8) <b>Special</b> Advanced Jump Point Carrier 4 Command +2 Flight Computer Gravitic Energy Grid 4 Huge Hangars 8			Hull Damage																	
					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
					65			70			65			70			65			70
					75			80			75			80			75			80
					85			90			85			90			85			90
		95			100			95			100			95			100			
WEAPON NAME			RANGE			AD			SPECIAL											
<b>Boresight</b>																				
<b>Forward</b>																				
Medium Neutron Cannon			20	2	B/DD/P/SAP															
Pulse Cannon			10	8	AP/TL															
<b>Port</b>																				
Pulse Cannon			10	8	AP/TL															
<b>Starboard</b>																				
Pulse Cannon			10	8	AP/TL															
<b>Aft</b>																				
Pulse Cannon			10	8	AP/TL															
<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																				
		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			
		65			70			65			70			65			70			
		75			80			75			80			75			80			
		85			90			85			90			85			90			
		95			100			95			100			95			100			
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	-													
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																				