

Drakh - Patrol				Name / Crew Quality																						
Drakh Scout				Speed / Troops																						
Service date 2260+				12	1	12	1	12	1																	
Hull 4				Hull Damage																						
Turns 2/45°				<table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td> </tr> </table>						5					10						5					10
5					10						5					10										
Craft																										
Special																										
Flight Computer Gravitic Energy Grid 1 Scout Stealth 4+																										
WEAPON NAME				RANGE	AD	SPECIAL																				
Boresight																										
Forward																										
Pulse Cannon				10	6	AP																				
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>5</td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td> </tr> </table>						5					10						5					10
5					10						5					10										
				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																										