

| Drazi Freehold - Skirmish | | | | Name / Crew Quality | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------------------------------------------|-----------------------------|------|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|---|---|----|---|---|----|---|----|--|--|----|---|--|--|--|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Darkhawk Missile Cruiser | | | | Speed / Troops | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | 12 | 3 | 12 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Service date 2214+ | | | | Hull Damage | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hull 4 | | | | <table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td>10</td> <td>5</td><td></td><td></td><td></td><td>10</td> <td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td>█</td><td>█</td><td>█</td><td>█</td><td></td> <td>█</td><td>█</td><td>█</td><td>█</td><td></td> <td>█</td><td>█</td><td>█</td><td>█</td><td></td> </tr> </table> | | | | 5 | | | | 10 | 5 | | | | 10 | 5 | | | | 10 | █ | █ | █ | █ | | █ | █ | █ | █ | | █ | █ | █ | █ | |
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| Turns 2/45° | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Craft | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WEAPON NAME RANGE AD SPECIAL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Boresight | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Particle Cutter 12 2 AP/B | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Forward | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Missile Rack 30 4 P/SL/SAP | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Particle Beam 4 4 AF/W | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Port | | | | 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Starboard | | | | Crew Casualties | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Aft | | | | <table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td>10</td> <td>5</td><td></td><td></td><td></td><td>10</td> <td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td>█</td><td>█</td><td>█</td><td>█</td><td>█</td> <td>█</td><td>█</td><td>█</td><td>█</td><td>█</td> <td>█</td><td>█</td><td>█</td><td>█</td><td>█</td> </tr> </table> | | | | 5 | | | | 10 | 5 | | | | 10 | 5 | | | | 10 | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ | █ |
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| Boresight (Aft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Turret | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |