

<b>Drazi Freehold - War</b>		Name / Crew Quality																																																																																																																																																															
<b>Fireraptor Battleship</b>		Speed / Troops																																																																																																																																																															
		8				6				8				6																																																																																																																																																			
<b>Service date</b>	2269+	<b>Hull Damage</b>																																																																																																																																																															
<b>Hull</b>	6	<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td></tr> <tr><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td></tr> <tr><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td></tr> </table>														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																																								
		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																																																																																																																																																
<b>Turns</b>	2/45°																																																																																																																																																																
<b>Craft</b>	Sky Serpent Flight (1) Star Snake Flight (4)																																																																																																																																																																
<b>Special</b>	Carrier 2 Jump Point																																																																																																																																																																
<b>WEAPON NAME</b>		<b>RANGE AD</b>		<b>SPECIAL</b>																																																																																																																																																													
<b>Boresight</b>																																																																																																																																																																	
Solar Cannon	18	6	B/SI/SAP/TO																																																																																																																																																														
Particle Cannon	15	8	B/SAP																																																																																																																																																														
<b>Forward</b>																																																																																																																																																																	
Heavy Particle Blaster	8	10	DD																																																																																																																																																														
Particle Repeater	12	10	TL																																																																																																																																																														
<b>Port</b>																																																																																																																																																																	
<b>Starboard</b>																																																																																																																																																																	
<b>Aft</b>																																																																																																																																																																	
<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																																																																																																																																																																	
<b>Crew Casualties</b>																																																																																																																																																																	
<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td></tr> <tr><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td><td></td><td></td><td>45</td><td></td><td></td><td>50</td></tr> <tr><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td><td></td><td></td><td>55</td><td></td><td></td><td>60</td></tr> <tr><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td><td></td><td></td><td>65</td><td></td><td></td><td>70</td></tr> <tr><td></td><td></td><td>75</td><td></td><td></td><td></td><td></td><td></td><td>75</td><td></td><td></td><td></td><td></td><td></td><td>75</td><td></td><td></td><td></td></tr> </table>																				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						75						75			
		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						75						75																																																																																																																																																			
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																																																																																																																																																																	
<b>CRITICAL HITS</b>																																																																																																																																																																	
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>																																																																																																																																																																	