

Drazi Freehold - Battle		Name / Crew Quality																							
		Speed / Troops																							
Stormfalcon Heavy Cruiser		10	5	10	5	10	5	10	5	10	5	10	5												
Service date	2238+	Hull Damage																							
Hull	6			5				10				5				10				5				10	
Turns	2/45°			15				20				15				20				15				20	
Craft	Star Snake Flight (2) Sky Serpent Flight (1)			25				30				25				30				25				30	
Special	Jump Point			35				40				35				40				35				40	
				45				50				45				50				45				50	
WEAPON NAME		RANGE		AD		SPECIAL																			
Boresight																									
Solar Cannon	18	4	B/SL/SAP/TD																						
Particle Cannon	15	4	B/SAP																						
Forward																									
Particle Repeater	12	8	TL																						
Heavy Particle Blaster	8	4	DD																						
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																									
				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	
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																									