

Drazi Freehold - Skirmish				Name / Crew Quality			
Strikehawk Battle Carrier				Speed / Troops			
				12	3	12	3
Service date 2220+ Hull 6 Turns 2/45° Craft Sky Serpent Flight (1) Special				Hull Damage			
WEAPON NAME				RANGE	AD	SPECIAL	
Boresight							
Particle Cannon				15	3	B/SAP	
Particle Repeater				10	6	TL	
Forward							
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			
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							