

Drazi Freehold - Skirmish				Name / Crew Quality											
Warbird Cruiser				Speed / Troops											
				12			3			12			3		
Service date 2234+ Hull 6 Turns 2/45° Craft Special				Hull Damage											
WEAPON NAME RANGE AD SPECIAL				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											
Boresight				Crew Casualties											
Particle Cannon 15 3 B/SAP															
Particle Repeater 10 8 TL															
Forward				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											
Particle Beam 4 4 AF/W				CRITICAL HITS											
Port				1-2 ENGINE CRITICALS Dam. Crew Effect											
Starboard				1-2 POWER RELAYS DESTROYED +0 +0 -1 SPEED											
Aft				3-4 THRUSTERS DAMAGED +1 +0 -2 SPEED											
Boresight (Aft)				5 FUEL SYSTEM RUPTURED +2 +1 -4 SPEED											
Turret				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											