



	Drazi Freehold	2220+															
	Sky Serpent-class Heavy Assault Fighter																
Turns: SM Hull: 5 Speed: 8 Troops: -- Special: Dodge 4, Fighter																	
Dogfight: -1																	
																	
Notes:																	
<table border="1"> <thead> <tr> <th>Weapon</th> <th>Arc</th> <th>Range</th> <th>AD</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td>Twin Particle Array</td> <td>T</td> <td>2</td> <td>4</td> <td>Twin-Linked</td> </tr> <tr> <td>Missile Rack</td> <td>T</td> <td>4</td> <td>4</td> <td>AP</td> </tr> </tbody> </table>			Weapon	Arc	Range	AD	Special	Twin Particle Array	T	2	4	Twin-Linked	Missile Rack	T	4	4	AP
Weapon	Arc	Range	AD	Special													
Twin Particle Array	T	2	4	Twin-Linked													
Missile Rack	T	4	4	AP													
Name:		Crew Quality:															



A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--

	Drazi Freehold	2211+										
	Breaching Pod											
Turns: SM Hull: 6 Speed: 6 Troops: 1 Special: Breaching Pod, Dodge 5												
Dogfight: --												
												
Notes:												
<table border="1"> <thead> <tr> <th>Weapon</th> <th>Arc</th> <th>Range</th> <th>AD</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td colspan="5">None</td> </tr> </tbody> </table>			Weapon	Arc	Range	AD	Special	None				
Weapon	Arc	Range	AD	Special								
None												
Name:		Crew Quality:										

A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--

	Drazi Freehold	2220+															
	Sky Serpent-class Heavy Assault Fighter																
Turns: SM Hull: 5 Speed: 8 Troops: -- Special: Dodge 4, Fighter																	
Dogfight: -1																	
																	
Notes:																	
<table border="1"> <thead> <tr> <th>Weapon</th> <th>Arc</th> <th>Range</th> <th>AD</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td>Twin Particle Array</td> <td>T</td> <td>2</td> <td>4</td> <td>Twin-Linked</td> </tr> <tr> <td>Missile Rack</td> <td>T</td> <td>4</td> <td>4</td> <td>AP</td> </tr> </tbody> </table>			Weapon	Arc	Range	AD	Special	Twin Particle Array	T	2	4	Twin-Linked	Missile Rack	T	4	4	AP
Weapon	Arc	Range	AD	Special													
Twin Particle Array	T	2	4	Twin-Linked													
Missile Rack	T	4	4	AP													
Name:		Crew Quality:															

A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--

	Drazi Freehold	2211+										
	Breaching Pod											
Turns: SM Hull: 6 Speed: 6 Troops: 1 Special: Breaching Pod, Dodge 5												
Dogfight: --												
												
Notes:												
<table border="1"> <thead> <tr> <th>Weapon</th> <th>Arc</th> <th>Range</th> <th>AD</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td colspan="5">None</td> </tr> </tbody> </table>			Weapon	Arc	Range	AD	Special	None				
Weapon	Arc	Range	AD	Special								
None												
Name:		Crew Quality:										

A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--