

Narn Regime - Raid				Name / Crew Quality															
Dag'Kar Missile Frigate				Speed / Troops															
				5			4			5			4						
Service date 2240+				Hull Damage															
Hull 4				5			10			5			10						
Turns 1/45°				15			20			15			20						
Craft				25			30			25			30						
Special																			
WEAPON NAME				RANGE			AD			SPECIAL									
<p style="text-align: center;">Boresight</p> <p style="text-align: center;">Forward</p> <p>Energy Mine 30 4 EM/SL</p> <p>Energy Mine 30 4 EM/SL</p> <p>Energy Mine 30 4 EM/SL</p> <p>Energy Mine 30 4 EM/SL</p> <p>Ion Torpedo 30 2 P/SAP</p>																			
				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		
								15			20			15			20		
								25			30			25			30		
								35			35			35			35		
<p style="text-align: center;">Port</p> <p style="text-align: center;">Starboard</p> <p style="text-align: center;">Aft</p> <p style="text-align: center;">Boresight (Aft)</p> <p style="text-align: center;">Turret</p>				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																			