

Narn Regime - Skirmish		Name / Crew Quality																	
G'Karith Patrol Cruiser		Speed / Troops																	
		8				4				8				4					
Service date 2253+ Hull 4 Turns 2/45° Craft Frazi Flight (1) Special Jump Point		Hull Damage																	
		5 10 15 20				5 10 15 20				5 10 15 20				5 10 15 20					
WEAPON NAME		RANGE		AD		SPECIAL													
Boresight																			
Forward																			
Pulsar Mine		20	4	EM															
Medium Pulse Cannon		10	10																
Port																			
Light Pulse Cannon		8	4																
Starboard																			
Light Pulse Cannon		8	4																
Aft																			
Pulsar Mine		20	4	EM															
Light Pulse Cannon		8	4																
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 15 20				5 10 15 20				5 10 15 20				5 10 15 20					
		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																			