

Narn Regime - Battle			Name / Crew Quality															
G'Lan Mag Cruiser			Speed / Troops															
			6	6	6	6	6	6										
Service date 2259+ Hull 6 Turns 1/45° Craft Frazi Flight (2) Special Jump Point			Hull Damage															
					5			10			5			10			5	
		15			20			15			20			15			20	
		25			30			25			30			25			30	
		35			40			35			40			35			40	
		45			50			45			50			45			50	
		55						55						55				
WEAPON NAME			RANGE AD		SPECIAL													
<b>Boresight</b>																		
Medium Laser Cannon	18	4	AP/B/DD															
<b>Forward</b>																		
Mag Gun	18	2	B/SAP/TD															
Twin Particle Array	8	10	TL/W															
Light Pulse Cannon	8	6																
<b>Port</b>																		
Twin Particle Array	8	10	TL/W															
Light Pulse Cannon	8	6																
<b>Starboard</b>																		
Twin Particle Array	8	10	TL/W															
Light Pulse Cannon	8	6																
<b>Aft</b>																		
Twin Particle Array	8	10	TL/W															
Light Pulse Cannon	8	6																
<b>Boresight (Aft)</b>																		
<b>Turret</b>																		
			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			5			10	
		15			20			15			20			15			20	
		25			30			25			30			25			30	
		35			40			35			40			35			40	
		45			50			45			50			45			50	
		55						55						55				
		65			70			65			70			65			70	
			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	-													
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																		