

Narn Regime - War				Name / Crew Quality											
G'Quanth Attack Cruiser				Speed / Troops											
				5		6		5		6		5		6	
				Hull Damage											
				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			
WEAPON NAME RANGE AD SPECIAL															
Boresight															
Heavy Laser Cannon 30 6 B/DD/SAP															
Forward															
Energy Mine 30 6 EM/SL															
Energy Mine 30 6 EM/SL															
Ion Torpedo 30 4 P/SAP															
Twin Particle Array 8 10 TLW															
Light Pulse Cannon 8 8															
Port															
Twin Particle Array 8 10 TLW															
Light Pulse Cannon 8 8															
Starboard															
Twin Particle Array 8 10 TLW															
Light Pulse Cannon 8 8															
Aft															
Twin Particle Array 8 10 TLW															
Light Pulse Cannon 8 8															
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		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		60		55		60		55		60	
				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		-					
				VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL											