Narn Regime - War

G'Tal Command Cruiser

Service date	2263+
Hull	6
Turns	1/45°
Craft	Frazi Flight (1)
Special	Command +2
	Jump Point

WEAPON NAME	RANGE	AD	SPECIAL
Boresight			
Heavy Laser Cannon	30	4	B/DD/SAP
Forward			
Energy Mine	30	8	EM/SL
Energy Mine	30	8	EM/SL
Twin Particle Array	10	10	TL/W
Light Pulse Cannon	8	8	
Port			
Twin Particle Array	10	10	TL/W
Light Pulse Cannon	8	8	
Starboard			
Twin Particle Array	10	10	TL/W
Light Pulse Cannon	8	8	
Aft			
Twin Particle Array	10	6	TL/W
Light Pulse Cannon	8	4	
Boresight (Aft) Turret			

Name / Crew Quality

Speed / Troops

5	7	5	7	5	7

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				60					55				60					55				60

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
				75									75									75				

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	+1D6	+1D6	-
5	REACTOR IMPLOSION	+2D6	+4D6	-
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL				

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