

Narn Regime - Raid		Name / Crew Quality																	
Rothan Plasma Destroyer		Speed / Troops																	
		6			5			6			5			6			5		
Service date 2211+ Hull 6 Turns 1/45° Craft Special		Hull Damage																	
		5				10				5				10					
		15				20				15				20					
		25				30				25				30					
		35				40				35				40					
WEAPON NAME		RANGE		AD		SPECIAL													
<b>Boresight</b>																			
<b>Forward</b>																			
Heavy Plasma Cannon	12	6	AP/DD																
Twin Particle Array	8	8	TLW																
<b>Port</b>																			
<b>Starboard</b>																			
<b>Aft</b>																			
Twin Particle Array	8	8	TLW																
Light Plasma Cannon	8	6	AP																
<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							
15				20				15				20							
25				30				25				30							
35				40				35				40							
45				50				45				50							
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>																			