

Narn Regime - Skirmish			Name / Crew Quality																	
Thentus Frigate			Speed / Troops																	
			8			4			8			4								
Service date 2240+			Hull Damage																	
Hull 5			5			10			5			10								
Turns 2/45°			15			20			15			20								
Craft			[Red]			[Red]			[Red]			[Red]								
Special			[Red]																	
WEAPON NAME			RANGE AD			SPECIAL														
Boresight																				
Medium Laser Cannon			15 2			B/DD/SAP														
Forward																				
Burst Beam			12 2			AP/B														
Twin Particle Array			8 4			TL/W														
Port																				
Twin Particle Array			8 6			TL/W														
Starboard																				
Twin Particle Array			8 6			TL/W														
Aft																				
Twin Particle Array			8 4			TL/W														
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								
			15			20			15			20								
			[Red]			[Red]			[Red]			[Red]								
			[Red]																	
			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																				