

Narn Regime - Battle		Name / Crew Quality															
Var'Nic Long Range Destroyer		Speed / Troops															
		9			3			9			3						
Service date	2241+	Hull Damage															
Hull	6	5	10	5	10	5	10	5	10	5	10	5	10				
Turns	2/45°	15	20	15	20	15	20	15	20	15	20	15	20				
Craft	Frazi Flight (1)	25	30	25	30	25	30	25	30	25	30	25	30				
Special	Jump Point	35	40	35	40	35	40	35	40	35	40	35	40				
WEAPON NAME		RANGE AD		SPECIAL													
Boresight																	
Medium Laser Cannon	20	4	B/DD/SAP														
Forward																	
Ion Torpedo	30	4	P/SAP														
Heavy Pulse Cannon	12	6															
Twin Particle Array	8	8	TL/W														
Port																	
Starboard																	
Aft																	
Light Pulse Cannon	8	6															
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	5	10	5	10	5	10	5	10				
15	20	15	20	15	20	15	20	15	20	15	20	15	20				
25	30	25	30	25	30	25	30	25	30	25	30	25	30				
35	40	35	40	35	40	35	40	35	40	35	40	35	40				
45	50	45	50	45	50	45	50	45	50	45	50	45	50				
55		55		55		55		55		55		55					
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																	