

Narn Regime - War				Name / Crew Quality											
Bin'Tak Dreadnought				Speed / Troops											
				5		8		5		8		5		8	
				Hull Damage											
				5	10	15	20	5	10	15	20	5	10	15	20
				25	30	35	40	25	30	35	40	25	30	35	40
				45	50	55	60	45	50	55	60	45	50	55	60
				65	70	75	80	65	70	75	80	65	70	75	80
				85	90	95		85	90	95		85	90	95	
WEAPON NAME RANGE AD SPECIAL															
Boresight															
Heavy Laser Cannon	25	6	B/DD/SAP												
Forward															
Energy Mine	30	8	EM/SL												
Energy Mine	30	8	EM/SL												
Ion Torpedo	30	4	P/SAP												
Mag Gun	20	2	B/SAP/TD												
Twin Particle Array	8	16	TLW												
Light Pulse Cannon	8	8													
Port															
Twin Particle Array	8	8	TLW												
Light Pulse Cannon	8	6													
Starboard															
Twin Particle Array	8	8	TLW												
Light Pulse Cannon	8	6													
Aft															
Twin Particle Array	8	4	TLW												
Light Pulse Cannon	8	4													
Boresight (Aft)															
Heavy Laser Cannon	25	4	B/DD/SAP												
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	15	20	5	10	15	20	5	10	15	20
				25	30	35	40	25	30	35	40	25	30	35	40
				45	50	55	60	45	50	55	60	45	50	55	60
				65	70	75	80	65	70	75	80	65	70	75	80
				85	90	95		85	90	95		85	90	95	
				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											