

Narn Regime - Raid				Name / Crew Quality																							
Dag'Kar Missile Frigate				Speed / Troops																							
				5			4			5			4			5			4								
Service date 2240+ Hull 4 Turns 1/45° Craft Special				Hull Damage																							
				5				10				5				10											
WEAPON NAME				RANGE				AD				SPECIAL															
				Boresight				Forward				Port				Starboard				Aft				Boresight (Aft)			
Energy Mine				30				4				EM/SL															
Energy Mine				30				4				EM/SL															
Energy Mine				30				4				EM/SL															
Energy Mine				30				4				EM/SL															
Ion Torpedo				30				2				P/SAP															
				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				30				35				30											
				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																											