

Narn Regime - Battle			Name / Crew Quality														
G'Lan Mag Cruiser			Speed / Troops														
			6	6	6	6	6	6									
Service date 2259+ Hull 6 Turns 1/45° Craft Frazi Flight (2) Special Jump Point			Hull Damage														
					5			10			5			10			5
		15			20			15			20			15			20
		25			30			25			30			25			30
		35			40			35			40			35			40
		45			50			45			50			45			50
		55						55						55			
WEAPON NAME			RANGE AD			SPECIAL											
Boresight																	
Medium Laser Cannon	18	4	AP/B/DD														
Forward																	
Mag Gun	18	2	B/SAP/TD														
Twin Particle Array	8	10	TL/W														
Light Pulse Cannon	8	6															
Port																	
Twin Particle Array	8	10	TL/W														
Light Pulse Cannon	8	6															
Starboard																	
Twin Particle Array	8	10	TL/W														
Light Pulse Cannon	8	6															
Aft																	
Twin Particle Array	8	10	TL/W														
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
		15			20			15			20			15			20
		25			30			25			30			25			30
		35			40			35			40			35			40
		45			50			45			50			45			50
		55						55						55			
		65			70			65			70			65			70
			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														