

Narn Regime - War				Name / Crew Quality																	
				Speed / Troops																	
G'Quanth Attack Cruiser				5			6			5			6								
Service date	2252+			Hull Damage																	
Hull	6			5			6			5			6								
Turns	1/45°			Crew Casualties																	
Craft				5			6			5			6								
Special	Jump Point			5			6			5			6								
WEAPON NAME				RANGE		AD		SPECIAL													
Boresight																					
Heavy Laser Cannon	30	6	B/DD/SAP																		
Forward																					
Energy Mine	30	6	EM/SL																		
Energy Mine	30	6	EM/SL																		
Ion Torpedo	30	4	P/SAP																		
Twin Particle Array	8	10	TLW																		
Light Pulse Cannon	8	8																			
Port																					
Twin Particle Array	8	10	TLW																		
Light Pulse Cannon	8	8																			
Starboard																					
Twin Particle Array	8	10	TLW																		
Light Pulse Cannon	8	8																			
Aft																					
Twin Particle Array	8	10	TLW																		
Light Pulse Cannon	8	8																			
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																	
				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																	