

Narn Regime - Skirmish		Name / Crew Quality																																																																											
G'Sten War Cruiser		Speed / Troops																																																																											
		8			4			8			4																																																																		
Service date	2260-2269	Hull Damage																																																																											
Hull	4	<table border="1"> <tr> <td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td>20</td> </tr> </table>																5					10					5					10					5					10					15				20						15					20					15					20				
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Turns	2/45°																																																																												
Craft	Frazi Flight (1)																																																																												
Special	Jump Point																																																																												
WEAPON NAME		RANGE AD		SPECIAL																																																																									
Boresight																																																																													
Forward																																																																													
Heavy Pulse Cannon	12	6	DD/TL																																																																										
Medium Pulse Cannon	10	10																																																																											
Port																																																																													
Light Pulse Cannon	8	4																																																																											
Starboard																																																																													
Light Pulse Cannon	8	4																																																																											
Aft																																																																													
Light Pulse Cannon	8	8																																																																											
Boresight (Aft)																																																																													
Turret																																																																													
						<p>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</p>																																																																							
						Crew Casualties																																																																							
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						<p>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</p>																																																																							
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																																																																													