

Narn Regime - Skirmish			Name / Crew Quality												
Ka'Tan Escot Destroyer			Speed / Troops												
			10				1				10				1
Service date 2243+ Hull 5 Turns 1/45° Craft Frazi Flight (1) Special			Hull Damage												
			5 10 15 20				5 10 15 20				5 10 15 20				
WEAPON NAME RANGE AD SPECIAL															
<b>Boresight</b>															
Heavy Laser Cannon	20	2	B/DD/SAP												
Medium Laser Cannon	15	2	B/DD/SAP												
<b>Forward</b>															
Light Pulse Cannon	8	8													
<b>Port</b>															
Light Pulse Cannon	8	8													
<b>Starboard</b>															
Light Pulse Cannon	8	8													
<b>Aft</b>															
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												
			Crew Casualties												
			5 10 15 20				5 10 15 20				5 10 15 20				
			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															