

Narn Regime - Skirmish				Name / Crew Quality											
Ka'Toc Battle Destroyer				Speed / Troops											
				10		2		10		2		10		2	
Service date 2240+				Hull Damage											
Hull 5				5		10		5		10		5		10	
Turns 1/45°				15		20		15		20		15		20	
Craft Frazi Flight (1)															
Special															
WEAPON NAME RANGE AD SPECIAL															
Boresight															
Heavy Laser Cannon 20 2 B/DD/SAP															
Forward															
Mag Gun 12 1 B/SAP/TD															
Light Pulse Cannon 8 6															
Port															
Light Pulse Cannon 8 6															
Starboard															
Light Pulse Cannon 8 6															
Aft															
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	
				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											