

Name / Crew Quality		6		5		6		5		6		5							
		Speed / Troops																	
<b>Narn Regime - Raid</b>																			
<b>Rongoth Destroyer</b>																			
Service date 2241+																			
Hull 6																			
Turns 1/45°																			
Craft																			
Special																			
WEAPON NAME		RANGE		AD		SPECIAL													
<b>Boresight</b>																			
<b>Forward</b>																			
Heavy Pulse Cannon		12		12															
Twin Particle Array		8		8		TLW													
<b>Port</b>																			
Light Pulse Cannon		8		6															
<b>Starboard</b>																			
Light Pulse Cannon		8		6															
<b>Aft</b>																			
Twin Particle Array		8		8		TLW													
Light Pulse Cannon		8		6															
<b>Boresight (Aft)</b>																			
<b>Turret</b>																			
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																			
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																			
<b>CRITICAL HITS</b>																			
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	-															
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																			