

Narn Regime - Skirmish		Name / Crew Quality																																																									
Sho'Kar Light Scout Cruiser		Speed / Troops																																																									
		10	1	10	1																																																						
Service date 2240+		Hull Damage																																																									
Hull 4		<table border="1"> <tr> <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>5</td><td></td><td></td><td></td><td></td><td>10</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>15</td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td></td> </tr> </table>							5					10				5					10				5					10				15									15									15					
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			15									15									15																																						
Turns 2/45°		<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>																																																									
Craft Frazi Flight (1)																																																											
Special Jump Point Scout Stealth 3+																																																											
WEAPON NAME		RANGE		AD		SPECIAL																																																					
Boresight																																																											
Forward																																																											
Burst Beam	12	3	AP/B																																																								
Twin Particle Array	8	6	TL/W																																																								
Light Pulse Cannon	8	4																																																									
Port																																																											
Light Pulse Cannon	8	2																																																									
Starboard																																																											
Light Pulse Cannon	8	2																																																									
Aft																																																											
Light Pulse Cannon	8	2																																																									
Boresight (Aft)																																																											
Turret																																																											
		<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																																																											