

Narn Regime - Patrol			Name / Crew Quality																																																																																																																												
<b>Sho'Kos Patrol Cutter</b>			Speed / Troops																																																																																																																												
			12	1	12	1	12	1																																																																																																																							
Service date 2240+			Hull Damage																																																																																																																												
Hull 4			<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td></td><td>10</td> </tr> </table>						5						10						5						10																																																																																																				
5						10						5						10																																																																																																													
Turns 2/45°																																																																																																																															
Craft																																																																																																																															
Special Dodge 5+																																																																																																																															
WEAPON NAME			RANGE AD SPECIAL																																																																																																																												
<b>Boresight</b>																																																																																																																															
<b>Forward</b>																																																																																																																															
Medium Pulse Cannon			6 2																																																																																																																												
Burst Beam			4 2 B/P																																																																																																																												
<b>Port</b>																																																																																																																															
<b>Starboard</b>																																																																																																																															
<b>Aft</b>																																																																																																																															
<b>Boresight (Aft)</b>																																																																																																																															
<b>Turret</b>																																																																																																																															
Light Pulse Cannon			4 4 W																																																																																																																												
			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																																																																																																																												
			<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td></td><td>10</td> </tr> </table>						5						10						5						10																																																																																																				
5						10						5						10																																																																																																													
			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																																																																																																																												
			<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th colspan="4">CRITICAL HITS</th> </tr> <tr> <th></th> <th></th> <th>Dam.</th> <th>Crew</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>ENGINE CRITICALS</td> <td>+0</td> <td>+0</td> <td>-1 SPEED</td> </tr> <tr> <td>1-2</td> <td>POWER RELAYS DESTROYED</td> <td>+1</td> <td>+0</td> <td>-2 SPEED</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+2</td> <td>+1</td> <td>-4 SPEED</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+3</td> <td>+1</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+0</td> <td>+1</td> <td>-2 SPEED</td> </tr> <tr> <td>1-3</td> <td>CAPACITORS DAMAGED</td> <td>+0</td> <td>+3</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>4-5</td> <td>REACTOR GAS LEAK</td> <td>+3</td> <td>+4</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>6</td> <td>REACTOR EXPLOSION</td> <td>+0</td> <td>+1</td> <td>ALL WEAPONS LOSE 1AD</td> </tr> <tr> <td>4</td> <td>POWER FLUCTUATIONS</td> <td>+0</td> <td>+0</td> <td>ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td>5</td> <td>WEAPONS OFFLINE</td> <td>+2</td> <td>+2</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC AMMO EXPLOSION</td> <td>+3</td> <td>+4</td> <td>NO WEAPONS MAY FIRE</td> </tr> <tr> <td>5</td> <td>CREW CRITICALS</td> <td>+0</td> <td>+2</td> <td>-</td> </tr> <tr> <td>1-2</td> <td>FIRE</td> <td>+0</td> <td>+3</td> <td>-</td> </tr> <tr> <td>3-4</td> <td>MULTIPLE FIRES</td> <td>+1</td> <td>+3</td> <td>-</td> </tr> <tr> <td>5</td> <td>LOCALIZED DECOMPRESSION</td> <td>+2</td> <td>+4</td> <td>-</td> </tr> <tr> <td>6</td> <td>HULL BREACH</td> <td>+0</td> <td>+1</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>1</td> <td>BRIDGE HIT</td> <td>+4</td> <td>+3</td> <td>NO DAMAGE CONTROL</td> </tr> <tr> <td>2</td> <td>ENGINEERING</td> <td>+4</td> <td>+4</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>3</td> <td>WEAPONS CONTROL</td> <td>+106</td> <td>+106</td> <td>-</td> </tr> <tr> <td>4</td> <td>SECONDARY EXPLOSIONS</td> <td>+206</td> <td>+406</td> <td>-</td> </tr> <tr> <td>5</td> <td>REACTOR IMPLOSION</td> <td>406</td> <td>+206</td> <td>-</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC EXPLOSION</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>						CRITICAL HITS						Dam.	Crew	Effect	1-2	ENGINE CRITICALS	+0	+0	-1 SPEED	1-2	POWER RELAYS DESTROYED	+1	+0	-2 SPEED	3-4	THRUSTERS DAMAGED	+2	+1	-4 SPEED	5	FUEL SYSTEM RUPTURED	+3	+1	0 SPEED, NO SPECIAL ACTIONS	6	ENGINES DISABLED	+0	+1	-2 SPEED	1-3	CAPACITORS DAMAGED	+0	+3	NO SPECIAL ACTIONS	4-5	REACTOR GAS LEAK	+3	+4	0 SPEED, NO SPECIAL ACTIONS	6	REACTOR EXPLOSION	+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	+0	+2	-	1-2	FIRE	+0	+3	-	3-4	MULTIPLE FIRES	+1	+3	-	5	LOCALIZED DECOMPRESSION	+2	+4	-	6	HULL BREACH	+0	+1	NO SPECIAL ACTIONS	1	BRIDGE HIT	+4	+3	NO DAMAGE CONTROL	2	ENGINEERING	+4	+4	NO FIRING 1 RANDOM ARC	3	WEAPONS CONTROL	+106	+106	-	4	SECONDARY EXPLOSIONS	+206	+406	-	5	REACTOR IMPLOSION	406	+206	-	6	CATASTROPHIC EXPLOSION			
CRITICAL HITS																																																																																																																															
		Dam.	Crew	Effect																																																																																																																											
1-2	ENGINE CRITICALS	+0	+0	-1 SPEED																																																																																																																											
1-2	POWER RELAYS DESTROYED	+1	+0	-2 SPEED																																																																																																																											
3-4	THRUSTERS DAMAGED	+2	+1	-4 SPEED																																																																																																																											
5	FUEL SYSTEM RUPTURED	+3	+1	0 SPEED, NO SPECIAL ACTIONS																																																																																																																											
6	ENGINES DISABLED	+0	+1	-2 SPEED																																																																																																																											
1-3	CAPACITORS DAMAGED	+0	+3	NO SPECIAL ACTIONS																																																																																																																											
4-5	REACTOR GAS LEAK	+3	+4	0 SPEED, NO SPECIAL ACTIONS																																																																																																																											
6	REACTOR EXPLOSION	+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	+0	+2	-																																																																																																																											
1-2	FIRE	+0	+3	-																																																																																																																											
3-4	MULTIPLE FIRES	+1	+3	-																																																																																																																											
5	LOCALIZED DECOMPRESSION	+2	+4	-																																																																																																																											
6	HULL BREACH	+0	+1	NO SPECIAL ACTIONS																																																																																																																											
1	BRIDGE HIT	+4	+3	NO DAMAGE CONTROL																																																																																																																											
2	ENGINEERING	+4	+4	NO FIRING 1 RANDOM ARC																																																																																																																											
3	WEAPONS CONTROL	+106	+106	-																																																																																																																											
4	SECONDARY EXPLOSIONS	+206	+406	-																																																																																																																											
5	REACTOR IMPLOSION	406	+206	-																																																																																																																											
6	CATASTROPHIC EXPLOSION																																																																																																																														
			VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																																																																																												