

Narn Regime - Raid		Name / Crew Quality																																																																																																													
T'Rann Heavy Carrier		Speed / Troops																																																																																																													
		8	0	8	0																																																																																																										
Service date 2247+ Hull 5 Turns 1/45° Craft Frazi Flight (4) Special Jump Point		Hull Damage																																																																																																													
		5	10	5	10																																																																																																										
WEAPON NAME RANGE AD SPECIAL		15	20	15	20																																																																																																										
		25	30	25	30																																																																																																										
Boresight		35	40	35	40																																																																																																										
		45	50	45	50																																																																																																										
Forward		55	60	55	60																																																																																																										
		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																																																																																																													
Port		Crew Casualties																																																																																																													
		5	10	5	10																																																																																																										
Starboard		15	20	15	20																																																																																																										
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Aft		35	40	35	40																																																																																																										
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Boresight (Aft)		55	60	55	60																																																																																																										
		65	70	65	70																																																																																																										
Turret		75	80	75	80																																																																																																										
		85	90	85	90																																																																																																										
Medium Pulse Cannon 12 6 DD Light Pulse Cannon 8 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"> <thead> <tr> <th colspan="4">CRITICAL HITS</th> </tr> <tr> <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 +0</td> <td>-1 SPEED</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+1 +0</td> <td>-2 SPEED</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+2 +1</td> <td>-4 SPEED</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+3 +1</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>3</td> <td>REACTOR CRITICALS</td> <td>Dam. Crew</td> <td>Effect</td> </tr> <tr> <td>1-3</td> <td>CAPACITORS DAMAGED</td> <td>+0 +1</td> <td>-2 SPEED</td> </tr> <tr> <td>4-5</td> <td>REACTOR GAS LEAK</td> <td>+0 +3</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>6</td> <td>REACTOR EXPLOSION</td> <td>+3 +4</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>4</td> <td>WEAPON CRITICALS</td> <td>Dam. Crew</td> <td>Effect</td> </tr> <tr> <td>1-3</td> <td>TARGETING SYSTEM DAMAGED</td> <td>+0 +1</td> <td>ALL WEAPONS LOSE 1AD</td> </tr> <tr> <td>4</td> <td>POWER FLUCTUATIONS</td> <td>+0 +0</td> <td>ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td>5</td> <td>WEAPONS OFFLINE</td> <td>+2 +2</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC AMMO EXPLOSION</td> <td>+3 +4</td> <td>NO WEAPONS MAY FIRE</td> </tr> <tr> <td>5</td> <td>CREW CRITICALS</td> <td>Dam. Crew</td> <td>Effect</td> </tr> <tr> <td>1-2</td> <td>FIRE</td> <td>+0 +2</td> <td>-</td> </tr> <tr> <td>3-4</td> <td>MULTIPLE FIRES</td> <td>+0 +3</td> <td>-</td> </tr> <tr> <td>5</td> <td>LOCALIZED DECOMPRESSION</td> <td>+1 +3</td> <td>-</td> </tr> <tr> <td>6</td> <td>HULL BREACH</td> <td>+2 +4</td> <td>-</td> </tr> <tr> <td>6</td> <td>VITAL SYSTEMS CRITICALS</td> <td>Dam. Crew</td> <td>Effect</td> </tr> <tr> <td>1</td> <td>BRIDGE HIT</td> <td>+0 +1</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>2</td> <td>ENGINEERING</td> <td>+4 +3</td> <td>NO DAMAGE CONTROL</td> </tr> <tr> <td>3</td> <td>WEAPONS CONTROL</td> <td>+4 +4</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>4</td> <td>SECONDARY EXPLOSIONS</td> <td>+106 +106</td> <td>-</td> </tr> <tr> <td>5</td> <td>REACTOR IMPLOSION</td> <td>+206 +406</td> <td>-</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC EXPLOSION</td> <td>406 +206</td> <td>-</td> </tr> </tbody> </table>				CRITICAL HITS					Dam.	Crew	Effect	1-2	ENGINE CRITICALS	+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
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