

Narn Regime - Battle		Name / Crew Quality																																																																																																																							
Var'Nic Long Range Destroyer		Speed / Troops																																																																																																																							
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Service date	2241+	Hull Damage																																																																																																																							
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Turns	2/45°																																																																																																																								
Craft	Frazi Flight (1)																																																																																																																								
Special	Jump Point																																																																																																																								
WEAPON NAME		RANGE	AD	SPECIAL																																																																																																																					
Boresight																																																																																																																									
Medium Laser Cannon	20	4	B/DD/SAP																																																																																																																						
Forward																																																																																																																									
Ion Torpedo	30	4	P/SAP																																																																																																																						
Heavy Pulse Cannon	12	6																																																																																																																							
Twin Particle Array	8	8	TL/W																																																																																																																						
Port																																																																																																																									
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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																																																																																																																									
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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																																																																																																																									