

Narn Regime - Skirmish			Name / Crew Quality											
Thentus Frigate			Speed / Troops											
			8			4			8			4		
Service date 2240+			Hull Damage											
Hull 5			5			10			5			10		
Turns 2/45°			15			20			15			20		
Craft			■			■			■			■		
Special			■			■			■			■		
WEAPON NAME			RANGE AD			SPECIAL								
<b>Boresight</b>														
Medium Laser Cannon			15 2			B/DD/SAP								
<b>Forward</b>														
Burst Beam			12 2			AP/B								
Twin Particle Array			8 4			TL/W								
<b>Port</b>														
Twin Particle Array			8 6			TL/W								
<b>Starboard</b>														
Twin Particle Array			8 6			TL/W								
<b>Aft</b>														
Twin Particle Array			8 4			TL/W								
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											
			5			10			5			10		
			15			20			15			20		
			■			■			■			■		
			■			■			■			■		
			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														