

Narn Regime - Armageddon			Name / Crew Quality					
Ka'Bin'Tak Super Dreadnought			Speed / Troops					
			4	12	4	12	4	12
Service date 2268+			Hull Damage					
Hull 6			5	10	5	10	5	10
Turns 1/45°			15	20	15	20	15	20
Craft Frazi Flight (6)			25	30	25	30	25	30
Special Carrier 2			35	40	35	40	35	40
Command +2			45	50	45	50	45	50
Jump Point			55	60	55	60	55	60
Shuttles 4			65	70	65	70	65	70
			75	80	75	80	75	80
			85	90	85	90	85	90
			95	100	95	100	95	100
			105	110	105	110	105	110
WEAPON NAME RANGE AD SPECIAL			115	120	115	120	115	120
<b>Boresight</b>			125	130	125	130	125	130
Heavy Laser Cannon 30 6 B/DD/SAP			135	140	135	140	135	140
Forward			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					
Advanced Mag Gun 25 4 B/SAP/TD			Crew Casualties					
Advanced Energy Mine 45 10 EM			5	10	5	10	5	10
Twin Particle Array 8 8 TL			15	20	15	20	15	20
Pulse Cannon 10 16			25	30	25	30	25	30
Port			35	40	35	40	35	40
Twin Particle Array 8 6 TL			45	50	45	50	45	50
Pulse Cannon 10 10			55	60	55	60	55	60
Starboard			65	70	65	70	65	70
Twin Particle Array 8 6 TL			75	80	75	80	75	80
Pulse Cannon 10 10			85	90	85	90	85	90
Aft			95	100	95	100	95	100
Twin Particle Array 8 4 TL			105	110	105	110	105	110
Pulse Cannon 10 8			115	120	115	120	115	120
Boresight (Aft)			125	130	125	130	125	130
Heavy Laser Cannon 30 6 B/DD/SAP			135	140	135	140	135	140
Turret			145	150	145	150	145	150
Ion Torpedo 30 4 P/SAP			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					
			<b>CRITICAL HITS</b>					
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	-			
			<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>					