

Narn Regime - Battle		Name / Crew Quality	
Narn Listening Post		Troops	
		40	
		Hull Damage	
		1000 / 500 / 250	
Service date	2230+		
Hull	5		
Craft	Frazi Flight (6)		
Special	Carrier 2		
	Command +1		
	Defence Network 6		
	Immobile		
	Space Station		
	Targets 3		
WEAPON NAME	RANGE AD	SPECIAL	
Heavy Laser Cannon	30 1	B/DD/SAP	
Light Pulse Cannon	20 8		
CRITICAL HITS			
1-2	ENGINE CRITICALS	Dam.	Crew
1-2	POWER RELAYS DESTROYED	+0	+0
3-4	THRUSTERS DAMAGED	+1	+0
5	FUEL SYSTEM RUPTURED	+2	+1
6	ENGINES DISABLED	+3	+1
3	REACTOR CRITICALS	Dam.	Crew
1-3	CAPACITORS DAMAGED	+0	+1
4-5	REACTOR GAS LEAK	+0	+3
6	REACTOR EXPLOSION	+3	+4
4	WEAPON CRITICALS	Dam.	Crew
1-3	TARGETING SYSTEM DAMAGED	+0	+1
4	POWER FLUCTUATIONS	+0	+0
5	WEAPONS OFFLINE	+2	+2
6	CATASTROPHIC AMMO EXPLOSION	+3	+4
5	CREW CRITICALS	Dam.	Crew
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
1	BRIDGE HIT	+0	+1
2	ENGINEERING	+4	+3
3	WEAPONS CONTROL	+4	+4
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			
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