

[Damage Report - UNUSED]

The damage report is grim to say the least. As you earlier surmised, the greatest issue is the lack of power. According to the utility section, your auxiliary fusion reactor was badly damaged and barely avoided a core breach - which would have destroyed your ship outright.

As it is, the core had to be ejected, the heat damaging the surrounding systems and forcing the void core to invert into rapid cooling mode or risk permanent damage to your power generation systems.

[blue]By the Book: The TPN Coober Pedy differs from modern voidships in that it has a 'live' void core which does not just convert matter to energy but can also do the reverse in an emergency. This, however, absorbs all available heat in the ships power system shutting down power production.[/blue]

As for offence, it seems you have lost around half of your fighting capacity. The aft torpedo bays and magazine has been damaged, knocking out twenty of your forty available tubes.

Two out of six directed energy batteries have also been badly damaged.

Finally, the devastating twin mass driver running the length of your ship is also out of commission due to it sharing a magazine with the aft torpedo bays.

Your ships defences are mostly intact, except where you took the brunt of the damage on the port side. It seems that your attacker was able to concentrate most of their fire in one area, aiming for a crippling shot amidships.

The port defences are completely shredded, both the energy absorbing void plate, and the ablative armour beneath.

Some damage was also dealt to the dorsal defences, tearing up a third of the ablating armour and half of the void plate with it. The enemy fire must have drifted high, which you can be grateful for. You don't imagine you would have survived if all that energy had landed in one place.

As you are painfully aware, the destruction of the CIC and starboard crew quarters have left you as the only remaining command crew accountable for the 250 souls remaining aboard. When you went to sleep last night that number was closer to 400.

You note there was also some minor damage to aft engineering and the dorsal sensor array. Fortunately, the ship has redundancies in both those areas, though you are technically blind in one eye so to speak.

[red][b]FINAL STATUS:[/b]

[b]Power:[/b]

Void Core: Inverted

Aux Reactor: Destroyed

Heat: 0%

Power Generation: 0%

Reserve Capacitors: 41%

[b]Offence:[b]

DEWs: 4/6 Ready

Torpedos: 20/40 Ready

Mass driver: 0/2 Ready

EWar: Ready

[b]Defence:[b]

Fore: A(2/2) P(2/2) || Aft: A(2/2) P(2/2)

Port: A(0/3) P(0/2) || Stbd: A(0/3) P(2/2)

Dors: A(2/3) P(1/2) || Vent: A(3/3) P(2/2)[/red]

[spoiler] A is ablative (HP) and P is plating (Mitigation).[/spoiler]

[red][b]Utility:[b]

Crew: 250/400

CIC: Destroyed

Sensors: 1/2 Ready

Comms: Ready

Life Support: Ready

Hangar: Ready

SCRAM Drive: Ready

Ion Drive: Ready

Torch Drive: Ready

[/red]

You need to prioritise getting power back online before anything else.

But can spend up to four (4) repair points on the following.

>Repair Aft Magazine - 2 pts.

>Repair Dorsal Sensors - 1 pt.

>Repair Aft Torpedo Bay C - 1pt. (Requires aft magazine repair.)

>Repair Aft Torpedo Bay D - 1 pt. (Requires aft magazine repair.)