

Centauri Republic - Skirmish		Name / Crew Quality										
Amar Fast Carrier		Speed / Troops										
		12	2	12	2	12	2					
Service date 2249+ Hull 4 Turns 2/45° Craft Sentri Flight (2) Special Jump Point		Hull Damage										
				5		10		5		10		5
		15		20		15		20		15		20
		25		25		25		25		25		25
WEAPON NAME		RANGE	AD	SPECIAL								
Boresight												
Forward												
Twin Particle Array		8	8	TL								
Port												
Starboard												
Aft												
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		5		10
		15		20		15		20		15		20
		25		30		25		30		25		30
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												