

Centauri Republic - Raid				Name / Crew Quality															
Balvarin Carrier				Speed / Troops															
				6				4				6				4			
				Hull Damage															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
				45				50				45				50			
				55				60				55				60			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Forward																			
Twin Particle Array				8				8				TL							
Port																			
Twin Particle Array				8				8				TL							
Starboard																			
Twin Particle Array				8				8				TL							
Aft																			
Twin Particle Array				8				6				TL							
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			
				25				30				25				30			
				35				40				35				40			
				45				50				45				50			
				55				60				55				60			
				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															