

Centauri Republic - Battle				Name / Crew Quality																																											
Balvarix Strike Carrier				Speed / Troops																																											
				5				2				5				2																															
Service date 2262+ Hull 5 Turns 1/45° Craft Sentri Flight (8) Special Carrier 2 Command +2 Fleet Carrier Interceptors 2 Jump Point				Hull Damage																																											
				5				10				5				10				5				10																							
				15				20				15				20				15				20																							
				25				30				25				30				25				30																							
				35				40				35				40				35				40																							
45				50				45				50				45				50																											
55								55								55																															
WEAPON NAME				RANGE				AD				SPECIAL				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 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																															
Boresight																																															
Forward																																															
Matter Cannon				15				8				AP/DD																																			
Twin Particle Array				8				6				TL																																			
Port																																															
Twin Particle Array				8				6				TL																																			
Starboard																																															
Twin Particle Array				8				6				TL																																			
Aft																																															
Matter Cannon				15				8				AP/DD																																			
Twin Particle Array				8				6				TL																																			
Boresight (Aft)																																															
Turret																																															
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																																															