

Centauri Republic - Raid				Name / Crew Quality																											
Centurion Attack Cruiser				Speed / Troops																											
				10				4				10				4				10				4							
Service date	2202+			Hull Damage																											
Hull	5			5				15				20				5				15				20							
Turns	2/45°			25				30				25				30				25				30							
Craft				35				35				35				35				35											
Special	Jump Point																														
WEAPON NAME				RANGE				AD				SPECIAL																			
Boresight																															
Forward																															
Battle Laser	25			2				B/DD/SAP																							
Matter Cannon	12			6				AP/DD																							
Twin Particle Array	8			10				TL																							
Port																															
Twin Particle Array	8			6				TL																							
Starboard																															
Twin Particle Array	8			6				TL																							
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							
				35				35				35				35				35											
				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																											