

<b>Centauri Republic - Patrol</b>				Name / Crew Quality					
<b>Corvan Scout</b>				Speed / Troops					
				<b>12</b>	<b>1</b>	<b>12</b>	<b>1</b>	<b>12</b>	<b>1</b>
				Hull Damage					
				5	10	5	10	5	10
<b>Service date</b>	2191+			<p>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</p> <p>Crew Casualties</p> <p>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</p>					
<b>Hull</b>	4								
<b>Turns</b>	2/45°								
<b>Craft</b>	Sentri Flight (1)								
<b>Special</b>	Interceptors 1 Jump Point Scout Stealth 4+								
WEAPON NAME	RANGE	AD	SPECIAL						
<b>Boresight</b>									
<b>Forward</b>									
Twin Particle Array	8	4	TL						
<b>Port</b>									
Twin Particle Array	8	4	TL						
<b>Starboard</b>									
Twin Particle Array	8	4	TL						
<b>Aft</b>									
Twin Particle Array	8	4	TL						
<b>Boresight (Aft)</b>									
<b>Turret</b>									
				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	-					
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>					