

Centauri Republic - Skirmish				Name / Crew Quality																																																																											
Darkner Attack Frigate				Speed / Troops																																																																											
				12	2	12	2	12	2																																																																						
Service date 2249+				Hull Damage																																																																											
Hull 4				<table border="1"> <tr> <td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td> </tr> <tr> <td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td> </tr> </table>							5				10				5				10				5				10				15				20				15				20				15				20				25				30				25				30				25				30
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Turns 2/45°																																																																															
Craft																																																																															
Special Jump Point																																																																															
WEAPON NAME RANGE AD SPECIAL																																																																															
Boresight																																																																															
Forward																																																																															
Battle Laser 20 2 B/DD/SAP																																																																															
Matter Cannon 8 4 AP/DD																																																																															
Port				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																																																																											
Starboard				Crew Casualties																																																																											
Aft				<table border="1"> <tr> <td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td> </tr> <tr> <td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td> </tr> </table>							5				10				5				10				5				10				15				20				15				20				15				20				25				30				25				30				25				30
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Boresight (Aft)				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																																																																											
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																																																																											