

Centauri Republic - Raid				Name / Crew Quality																																							
Demos Heavy Warship				Speed / Troops																																							
				10	1	10	1																																				
Service date 2241+				Hull Damage																																							
Hull 5				<table border="1"> <tr> <td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td> </tr> <tr> <td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td> </tr> </table>						5			10			5			10			5			10			15						15						15			
		5			10			5			10			5			10																										
		15						15						15																													
Turns 2/45°																																											
Craft																																											
Special Jump Point																																											
WEAPON NAME RANGE AD SPECIAL																																											
Boresight																																											
Forward																																											
Ballistic Torpedoes 15 2 SAP/TO																																											
Plasma Accelerator 12 4 AP/DD																																											
Heavy Array 8 6 DD																																											
Port																																											
Starboard																																											
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																																							
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				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																																							