

Centauri Republic - Patrol				Name / Crew Quality				
Haven Patrol Boat				Speed / Troops				
				12	1	12	1	12
Service date 2150+ Hull 4 Turns 2/90° Craft Special Dodge 5+				Hull Damage 				
WEAPON NAME RANGE AD SPECIAL Boresight Forward Matter Cannon 8 2 AP/DD Twin Particle Array 4 3 TL Port Twin Particle Array 4 2 TL Starboard Twin Particle Array 4 2 TL Aft Twin Particle Array 4 3 TL 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 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				