

Centauri Republic - Skirmish				Name / Crew Quality																														
Kutai Gunship				Speed / Troops																														
				10	1	10	1	10	1																									
Service date 2134+ Hull 4 Turns 2/45° Craft Special Dodge 5+				Hull Damage																														
				<table border="1"> <tr> <td></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></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> </table>								5				10					5				10					5				10
				5				10					5				10					5				10								
WEAPON NAME RANGE AD SPECIAL				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																														
Boresight Forward Matter Cannon 12 6 AP/DD Twin Particle Array 4 6 TL																																		
Port Starboard Aft Boresight (Aft) Turret				Crew Casualties																														
				<table border="1"> <tr> <td></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></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> </table>								5				10					5				10					5				10
				5				10					5				10					5				10								
				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																														