

<b>Centauri Republic - War</b>		Name / Crew Quality																																																																																																																																																																															
		Speed / Troops																																																																																																																																																																															
<b>Liat Advanced Cruiser</b>		<b>14</b>				<b>1</b>				<b>14</b>				<b>1</b>																																																																																																																																																																			
<b>Service date</b> 2265+ <b>Hull</b> 6 <b>Turns</b> 2/90° <b>Craft</b> Rutarian Flight (2) <b>Special</b> Advanced Jump Point Dodge 5+ Flight Computer		<b>Hull Damage</b>																																																																																																																																																																															
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<b>WEAPON NAME</b> <b>RANGE</b> <b>AD</b> <b>SPECIAL</b>		<p style="text-align: center;"><b>Boresight</b></p> <p style="text-align: center;"><b>Forward</b></p> <b>Advanced Battle Laser</b> 12   4   AF/B/SAP/TD <b>Plasma Accelerator</b> 12   6   AF/AP/DD																																																																																																																																																																															
<p style="text-align: center;"><b>Port</b></p> <p style="text-align: center;"><b>Starboard</b></p> <p style="text-align: center;"><b>Aft</b></p> <p style="text-align: center;"><b>Boresight (Aft)</b></p> <p style="text-align: center;"><b>Turret</b></p> <b>Twin Particle Array</b> 6   5   AF/TL		<p style="text-align: center;"><b>Crew Casualties</b></p> <table border="1"> <tr><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></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></td><td>20</td><td></td><td></td><td></td><td></td><td></td><td></td><td>15</td><td></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></td><td>30</td><td></td><td></td><td></td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td></td><td>35</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>35</td><td></td><td></td><td></td><td></td><td></td><td>40</td></tr> </table>															5					10							5					10				15					20							15					20				25					30							25					30				35												35						40																																																																															
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		<p style="text-align: center;"><b>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</b></p>																																																																																																																																																																															
		<p style="text-align: center;"><b>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</b></p>																																																																																																																																																																															
		<p style="text-align: center;"><b>CRITICAL HITS</b></p> <table border="1"> <tr><td>1-2</td><td>ENGINE CRITICALS</td><td>Dam.</td><td>Crew</td><td>Effect</td></tr> <tr><td>1-2</td><td>POWER RELAYS DESTROYED</td><td>+0</td><td>+0</td><td>-1 SPEED</td></tr> <tr><td>3-4</td><td>THRUSTERS DAMAGED</td><td>+1</td><td>+0</td><td>-2 SPEED</td></tr> <tr><td>5</td><td>FUEL SYSTEM RUPTURED</td><td>+2</td><td>+1</td><td>-4 SPEED</td></tr> <tr><td>6</td><td>ENGINES DISABLED</td><td>+3</td><td>+1</td><td>0 SPEED, NO SPECIAL ACTIONS</td></tr> <tr><td>3</td><td>REACTOR CRITICALS</td><td>Dam.</td><td>Crew</td><td>Effect</td></tr> <tr><td>1-3</td><td>CAPACITORS DAMAGED</td><td>+0</td><td>+1</td><td>-2 SPEED</td></tr> <tr><td>4-5</td><td>REACTOR GAS LEAK</td><td>+0</td><td>+3</td><td>NO SPECIAL ACTIONS</td></tr> <tr><td>6</td><td>REACTOR EXPLOSION</td><td>+3</td><td>+4</td><td>0 SPEED, NO SPECIAL ACTIONS</td></tr> <tr><td>4</td><td>WEAPON CRITICALS</td><td>Dam.</td><td>Crew</td><td>Effect</td></tr> <tr><td>1-3</td><td>TARGETING SYSTEM DAMAGED</td><td>+0</td><td>+1</td><td>ALL WEAPONS LOSE 1AD</td></tr> <tr><td>4</td><td>POWER FLUCTUATIONS</td><td>+0</td><td>+0</td><td>ALL WEAPONS NEED 4+ TO FIRE</td></tr> <tr><td>5</td><td>WEAPONS OFFLINE</td><td>+2</td><td>+2</td><td>NO FIRING 1 RANDOM ARC</td></tr> <tr><td>6</td><td>CATASTROPHIC AMMO EXPLOSION</td><td>+3</td><td>+4</td><td>NO WEAPONS MAY FIRE</td></tr> <tr><td>5</td><td>CREW CRITICALS</td><td>Dam.</td><td>Crew</td><td>Effect</td></tr> <tr><td>1-2</td><td>FIRE</td><td>+0</td><td>+2</td><td>-</td></tr> <tr><td>3-4</td><td>MULTIPLE FIRES</td><td>+0</td><td>+3</td><td>-</td></tr> <tr><td>5</td><td>LOCALIZED DECOMPRESSION</td><td>+1</td><td>+3</td><td>-</td></tr> <tr><td>6</td><td>HULL BREACH</td><td>+2</td><td>+4</td><td>-</td></tr> <tr><td>6</td><td>VITAL SYSTEMS CRITICALS</td><td>Dam.</td><td>Crew</td><td>Effect</td></tr> <tr><td>1</td><td>BRIDGE HIT</td><td>+0</td><td>+1</td><td>NO SPECIAL ACTIONS</td></tr> <tr><td>2</td><td>ENGINEERING</td><td>+4</td><td>+3</td><td>NO DAMAGE CONTROL</td></tr> <tr><td>3</td><td>WEAPONS CONTROL</td><td>+4</td><td>+4</td><td>NO FIRING 1 RANDOM ARC</td></tr> <tr><td>4</td><td>SECONDARY EXPLOSIONS</td><td>+106</td><td>+106</td><td>-</td></tr> <tr><td>5</td><td>REACTOR IMPLOSION</td><td>+206</td><td>+406</td><td>-</td></tr> <tr><td>6</td><td>CATASTROPHIC EXPLOSION</td><td>+406</td><td>+206</td><td>-</td></tr> </table>												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	-																																		
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