

Centauri Republic - Raid				Name / Crew Quality																			
				Speed / Troops																			
Magnus Destroyer				10				2				10				2							
Service date 2208+				Hull Damage																			
Hull 6				5			10			5			10			5			10				
Turns 1/45°				15			20			15			20			15			20				
Craft Senti Flight (1)				25			30			25			30			25			30				
Special Jump Point																							
WEAPON NAME				RANGE AD				SPECIAL															
Boresight																							
Forward																							
Battle Laser		20	2	B/DD/SAP																			
Matter Cannon		15	4	AP/DD																			
Twin Particle Array		8	6	TL																			
Port																							
Twin Particle Array		8	4	TL																			
Starboard																							
Twin Particle Array		8	4	TL																			
Aft																							
Matter Cannon		15	2	AP/DD																			
Twin Particle Array		8	4	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				5			10			5			10			5			10				
				15			20			15			20			15			20				
				25			30			25			30			25			30				
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																							