

Centauri Republic - Skirmish		Name / Crew Quality			
Maximus Frigate		Speed / Troops			
		10	1	10	1
		Hull Damage			
		5	10	5	10
		15		15	
Service date 2191+					
Hull 6					
Turns 2/45°					
Craft					
Special Interceptors 1					
WEAPON NAME		RANGE	AD	SPECIAL	
Boresight					
Forward					
Twin Particle Array		8	10	TL	
Port					
Starboard					
Aft					
Boresight (Aft)					
Turret					
Particle Gun		4	4	AF/W	
		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
		15		15	
		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					