

Centauri Republic - Skirmish				Name / Crew Quality																																													
Morgrath Frigate				Speed / Troops																																													
				8	1	8	1	8	1																																								
Service date 2145+ Hull 5 Turns 1/45° Craft Special Interceptors 1				Hull Damage																																													
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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				Crew Casualties																																													
Forward				<table border="1"> <tr> <td></td><td></td><td></td><td>5</td><td></td><td></td><td>10</td> <td></td><td></td><td></td><td>5</td><td></td><td></td><td>10</td> <td></td><td></td><td></td><td>5</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></td><td></td><td>15</td><td></td><td></td><td></td> <td></td><td></td><td></td><td>15</td><td></td><td></td><td></td> </tr> </table>							5			10				5			10				5			10				15							15							15			
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Matter Cannon 12 2 AP/DD				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																																													
Plasma Stream 10 2 AP/B																																																	
Port																																																	
Starboard																																																	
Aft																																																	
Boresight (Aft)																																																	
Turret																																																	
Twin Particle Array 8 6 TLW																																																	
				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																																													