

Centauri Republic - War		Name / Crew Quality															
Octurion Bombardment Ship		Speed / Troops															
		6		8		6		8		6		8					
Service date 2202+ Hull 6 Turns 1/45° Craft Senti Flight (4) Special Command +2 Interceptors 2 Jump Point		Hull Damage															
		5	10	5	10	5	10	5	10	5	10	5	10				
WEAPON NAME		RANGE	AD	SPECIAL													
Boresight																	
Forward																	
Battle Laser	35	6	B/DD/SAP														
Matter Cannon	12	10	AP/DD														
Twin Particle Array	10	8	TL														
Mass Driver	10	8	AP/SL/TD														
Mass Driver	10	8	AP/SL/TD														
Port																	
Matter Cannon	12	8	AP/DD														
Twin Particle Array	10	10	TL														
Starboard																	
Matter Cannon	12	8	AP/DD														
Twin Particle Array	10	10	TL														
Aft																	
Battle Laser	35	2	B/DD/SAP														
Matter Cannon	12	6	AP/DD														
Twin Particle Array	10	8	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															
		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															