

Centauri Republic - Raid				Name / Crew Quality																	
Prefect Armoured Cruiser				Speed / Troops																	
				8		2		8		2		8		2							
Service date 2243+ Hull 6 Turns 1/45° Craft Special Jump Point				Hull Damage																	
				5			10			5			10			5			10		
				15			20			15			20			15			20		
				25			30			25			30			25			30		
WEAPON NAME				RANGE		AD		SPECIAL													
Boresight																					
Forward																					
Battle Laser				25	3	B/DD/SAP															
Matter Cannon				12	6	AP/DD															
Twin Particle Array				8	6	TL															
Port																					
Twin Particle Array				8	4	TL															
Starboard																					
Twin Particle Array				8	4	TL															
Aft																					
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																					