

Centauri Republic - Battle				Name / Crew Quality																			
Primus Bombardment Cruiser				Speed / Troops																			
				8			5			8			5			8			5				
Service date	2195+			Hull Damage																			
Hull	6																						
Turns	1/45°																						
Craft	Sentri Flight (2)																						
Special	Interceptors 2 Jump Point																						
WEAPON NAME				RANGE AD				SPECIAL															
Boresight																							
Forward																							
Battle Laser	25			6			B/DD/SAP																
Mass Driver	10			8			AP/SL/TD																
Twin Particle Array	8			5			TL																
Port																							
Twin Particle Array	8			6			TL																
Starboard																							
Twin Particle Array	8			6			TL																
Aft																							
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																							
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																							