

Centauri Republic - Battle				Name / Crew Quality															
Primus Battlecruiser				Speed / Troops															
				8				5				8				5			
				Hull Damage															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
				45								45							
WEAPON NAME				RANGE AD				SPECIAL											
Boresight																			
Forward																			
Battle Laser				25				6				B/DD/SAP							
Twin Particle Array				8				10				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															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
				45				50				45				50			
				55				60				55				60			
				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																			