

Centauri Republic - Battle				Name / Crew Quality																											
Secundus Battlecruiser				Speed / Troops																											
				8				10				8				10				8				10							
				Hull Damage																											
				5				10				5				10				5				10							
				15				20				15				20				15				20							
				25				30				25				30				25				30							
				35				40				35				40				35				40							
				45								45								45											
Service date	2248+																														
Hull	6																														
Turns	1/45°																														
Craft																															
Special	Interceptors 3 Jump Point Shuttles 2																														
WEAPON NAME				RANGE				AD				SPECIAL																			
Boresight																															
Forward																															
Heavy Array	15			12			DD/TL																								
Twin Particle Array	8			10			TL																								
Port																															
Twin Particle Array	8			10			TL																								
Starboard																															
Twin Particle Array	8			10			TL																								
Aft																															
Twin Particle Array	8			10			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				5				10							
				15				20				15				20				15				20							
				25				30				25				30				25				30							
				35				40				35				40				35				40							
				45				50				45				50				45				50							
				55				60				55				60				55				60							
				65								65								65											
				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																											