

Centauri Republic - Battle				Name / Crew Quality											
				Speed / Troops											
Tertius Bombardment Cruiser				8			3			8			3		
Service date	2263+			Hull Damage											
Hull	6			5			10			5			10		
Turns	1/45°			15			20			15			20		
Craft				25			30			25			30		
Special	Interceptors 1 Jump Point			35			40			35			40		
				45			45			45			45		
WEAPON NAME RANGE AD SPECIAL															
Boresight															
Forward															
Battle Laser	25	6	B/DD/SAP	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											
Plasma Accelerator	10	8	DD/SAP												
Mass Driver	10	8	AP/SL/TD												
Twin Particle Array	8	1	TL												
Port				Crew Casualties											
Twin Particle Array	8	6	TL	5			10			5			10		
				15			20			15			20		
				25			30			25			30		
				35			40			35			40		
				45			50			45			50		
				55			60			55			60		
				65			70			65			70		
				75			75			75			75		
Starboard															
Twin Particle Array	8	6	TL												
Aft															
Plasma Accelerator	10	4	DD/SAP												
Twin Particle Array	8	6	TL												
Boresight (Aft)															
Turret				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											