

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