

Centauri Republic - Skirmish				Name / Crew Quality															
				Speed / Troops															
Vorchan Warship				14				1				14				1			
				Hull Damage															
Service date 2160+				Hull 5				Turns 2/45°				Craft				Special Jump Point			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight				Forward				Port				Starboard				Aft			
Plasma Accelerator				12				4				AP/DD							
Twin Particle Array				8				8				TL							
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																			