

Centauri Republic - Armageddon			Name / Crew Quality														
Adira Royal Battleship			Speed / Troops														
			5			10			5			10			5		
Service date 2269+			Hull Damage														
Hull 6																	
Turns 1/45°																	
Craft Rutarian Flight (6)																	
Special Advanced Jump Point																	
Carrier 2																	
Command +3																	
Flight Computer																	
Gravitic Energy Grid 3																	
WEAPON NAME RANGE AD SPECIAL																	
Boresight			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														
Forward			Crew Casualties														
Heavy Neutron Cannon 25 8 B/DD/P/SAP																	
Matter Cannon 12 12 AP/DD																	
Twin Particle Array 10 20 TL																	
Port																	
Matter Cannon 12 8 AP/DD																	
Twin Particle Array 10 12 TL																	
Starboard																	
Matter Cannon 12 8 AP/DD																	
Twin Particle Array 10 12 TL																	
Aft			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														
Matter Cannon 12 6 AP/DD																	
Twin Particle Array 10 10 TL																	
Boresight (Aft)			CRITICAL HITS														
Turret																	
			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														