

<b>Centauri Republic - Raid</b>				Name / Crew Quality																							
<b>Centurion Attack Cruiser</b>				Speed / Troops																							
				<b>10</b>				<b>4</b>				<b>10</b>				<b>4</b>				<b>10</b>				<b>4</b>			
				Hull Damage																							
				5				10				5				10				5				10			
				15				20				15				20				15				20			
				25				30				25				30				25				30			
				35				35				35				35				35				35			
<b>Service date</b> 2202+ <b>Hull</b> 5 <b>Turns</b> 2/45° <b>Craft</b> <b>Special</b> Jump Point																											
<b>WEAPON NAME</b> <b>RANGE</b> <b>AD</b> <b>SPECIAL</b>																											
<b>Boresight</b>																											
<b>Forward</b>																											
<b>Battle Laser</b> 25    2    B/DD/SAP <b>Matter Cannon</b> 12    6    AP/DD <b>Twin Particle Array</b> 8    10    TL				<b>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</b>																							
<b>Port</b>																											
<b>Twin Particle Array</b> 8    6    TL																											
<b>Starboard</b>																											
<b>Twin Particle Array</b> 8    6    TL																											
<b>Aft</b>																											
<b>Boresight (Aft)</b>																											
<b>Turret</b>																											
				Crew Casualties																							
				5				10				5				10				5				10			
				15				20				15				20				15				20			
				25				30				25				30				25				30			
				35				35				35				35				35				35			
				<b>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</b>																							
				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																							