

Centauri Republic - Raid				Name / Crew Quality									
Demos Heavy Warship				Speed / Troops									
				10	1	10	1	10	1				
				Hull Damage									
				5	10	5	10	5	10				
				15	20	15	20	15	20				
Service date	2241+												
Hull	5												
Turns	2/45°												
Craft	Jump Point												
Special	Jump Point												
WEAPON NAME										RANGE AD SPECIAL			
Boresight													
Forward													
Ballistic Torpedoes	15	2	SAP/TD										
Plasma Accelerator	12	4	AP/DD										
Heavy Array	8	6	DD										
				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	5	10				
				15	20	15	20	15	20				
Port													
Starboard													
Aft													
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									