

<b>Centauri Republic - War</b>		Name / Crew Quality			
<b>Liati Advanced Cruiser</b>		Speed / Troops			
		<b>14</b>	<b>1</b>	<b>14</b>	<b>1</b>
<b>Service date</b> 2265+ <b>Hull</b> 6 <b>Turns</b> 2/90° <b>Craft</b> Rutarian Flight (2) <b>Special</b> Advanced Jump Point Dodge 5+ Flight Computer		Hull Damage			
		5	10	5	10
<b>WEAPON NAME</b> <b>RANGE</b> <b>AD</b> <b>SPECIAL</b>		5	10	5	10
		15	20	15	20
<b>Boresight</b>  <b>Forward</b> <b>Advanced Battle Laser</b> 12   4 AF/B/SAP/TO <b>Plasma Accelerator</b> 12   6 AF/AP/DD		25	30	25	30
		35	40	35	40
<b>Port</b>  <b>Starboard</b>  <b>Aft</b> <b>Boresight (Aft)</b>  <b>Turret</b> <b>Twin Particle Array</b> 6   5    AF/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			
		5	10	5	10
		15	20	15	20
		25	30	25	30
		35	40	35	40
		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	-	
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>					