# Centauri Republic - Skirmish

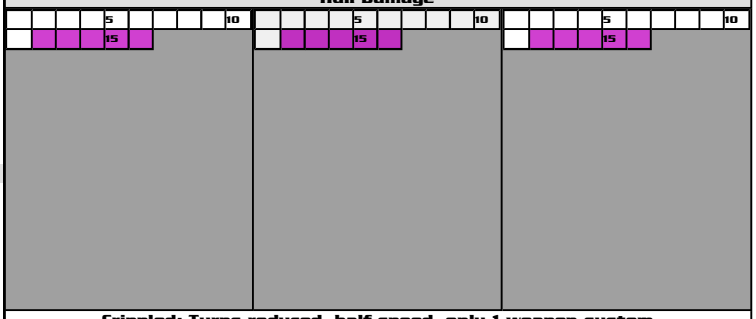
## Maximus Frigate

| | |
|---|---|
| Service date | 2191+ |
| Hull | 6 |
| Turns | 2/45° |
| Craft | |
| Special | Interceptors 1 |

| WEAPON NAME | RANGE | AD | SPECIAL |
|---|---|---|---|
| **Boresight** | | | |
| **Forward** | | | |
| Twin Particle Array | 8 | 10 | TL |
| **Port** | | | |
| **Starboard** | | | |
| **Aft** | | | |
| **Boresight (Aft)** | | | |
| **Turret** | | | |
| Particle Gun | 4 | 4 | AF/W |

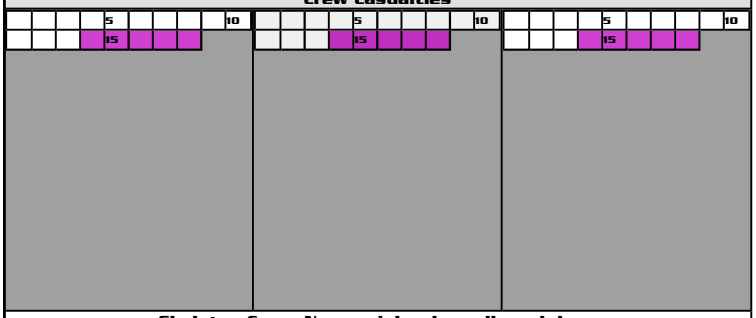
| Name / Crew Quality | | | | | |
|---|---|---|---|---|---|
| | | | | | |
| **Speed / Troops** | | | | | |
| 10 | 1 | 10 | 1 | 10 | 1 |

**Hull Damage**




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 | +1D6 | +1D6 | - |
| 5 | REACTOR IMPLOSION | +2D6 | +4D6 | - |
| 6 | CATASTROPHIC EXPLOSION | 4D6 | +2D6 | - |

VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL

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