

Centauri Republic - Skirmish				Name / Crew Quality															
Morghath Frigate				Speed / Troops															
				8	1	8	1												
Service date 2145+				Hull Damage															
Hull 5				<table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td></td><td>15</td><td></td><td>15</td><td></td> </tr> </table>				5	10	5	10	5	10	15		15		15	
5	10	5	10	5	10														
15		15		15															
Turns 1/45°																			
Craft																			
Special Interceptors 1																			
WEAPON NAME RANGE AD SPECIAL																			
Boresight																			
Forward																			
Matter Cannon 12 2 AP/DD																			
Plasma Stream 10 2 AP/B																			
Port																			
Starboard																			
Aft																			
Boresight (Aft)																			
Turret																			
Twin Particle Array 8 6 TLW																			
				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															
				<table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td></td><td>15</td><td></td><td>15</td><td></td> </tr> </table>				5	10	5	10	5	10	15		15		15	
5	10	5	10	5	10														
15		15		15															
				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															