

Centauri Republic - Battle				Name / Crew Quality																																																																																																																											
Secundus Bombardment Cruiser				Speed / Troops																																																																																																																											
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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																																																																																																																															
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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																																																																																																																															