

<b>Centauri Republic - Raid</b>				Name / Crew Quality											
<b>Altarian Destroyer</b>				Speed / Troops											
				<b>8</b>			<b>3</b>			<b>8</b>			<b>3</b>		
<b>Service date 2150+</b>				<b>Hull Damage</b>											
<b>Hull 6</b>				5			10			5			10		
<b>Turns 1/45°</b>				15			20			15			20		
<b>Craft Sentri Flight (1)</b>				25			30			25			30		
<b>Special Jump Point</b>				35			30			35			30		
<b>WEAPON NAME</b>				<b>RANGE</b>			<b>AD</b>			<b>SPECIAL</b>					
<b>Boresight</b>															
<b>Forward</b>															
<b>Matter Cannon 15 6 AP/DD</b>															
<b>Twin Particle Array 8 8 TL</b>															
<b>Port</b>															
<b>Twin Particle Array 8 4 TL</b>															
<b>Starboard</b>															
<b>Twin Particle Array 8 4 TL</b>															
<b>Aft</b>															
<b>Matter Cannon 15 4 AP/DD</b>															
<b>Twin Particle Array 8 6 TL</b>															
<b>Boresight (Aft)</b>															
<b>Turret</b>															
				<b>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</b>											
				<b>Crew Casualties</b>											
				5			10			5			10		
				15			20			15			20		
				25			30			25			30		
				35			30			35			30		
				<b>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</b>											
<b>CRITICAL HITS</b>															
<b>1-2</b>		<b>ENGINE CRITICALS</b>				<b>Dam.</b>		<b>Crew</b>		<b>Effect</b>					
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				<b>Dam.</b>		<b>Crew</b>		<b>Effect</b>					
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				<b>Dam.</b>		<b>Crew</b>		<b>Effect</b>					
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				<b>Dam.</b>		<b>Crew</b>		<b>Effect</b>					
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				<b>Dam.</b>		<b>Crew</b>		<b>Effect</b>					
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>															