

Centauri Republic - Raid		Name / Crew Quality																							
Sulust Escort Destroyer		Speed / Troops																							
		10			3			10			3			10			3								
Service date 2218+ Hull 5 Turns 1/45° Craft Special Interceptors 2		Hull Damage																							
		5				10				15				20				25				30			
WEAPON NAME		RANGE		AD		SPECIAL																			
Boresight																									
Forward																									
Battle Laser	25	4	B/DD/SAP																						
Twin Particle Array	8	8	TL																						
Port																									
Twin Particle Array	8	4	TL																						
Starboard																									
Twin Particle Array	8	4	TL																						
Aft																									
Boresight (Aft)																									
Turret																									
		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				15				20				25				30			
		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																									