

Centauri Balciron Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 1850
Point Value: 400
Ramming Value: 165
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

ARMOR REFIT

System	1850	1985	2005
Retro Thrust	3	3	4
Port/Stb Thrust	3	4	4
Aft Structure	3	4	4
Center Main Thrust	3	3	4
Lt/Rt Main Thrust	2	3	3

SENSOR REFIT

Sensor Rating	6	7	7
---------------	---	---	---

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 10/11



WEAPON DATA

Tactical Laser

Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Projector

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

- 1-6: Retro Thrust
- 7-8: Med Plasma Cannon
- 9: Tactical Laser
- 10: Particle Weapon
- 11-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Particle Weapon
- 9-10: Lt Plasma/Particle
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-12: Port/Stb Thrust
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

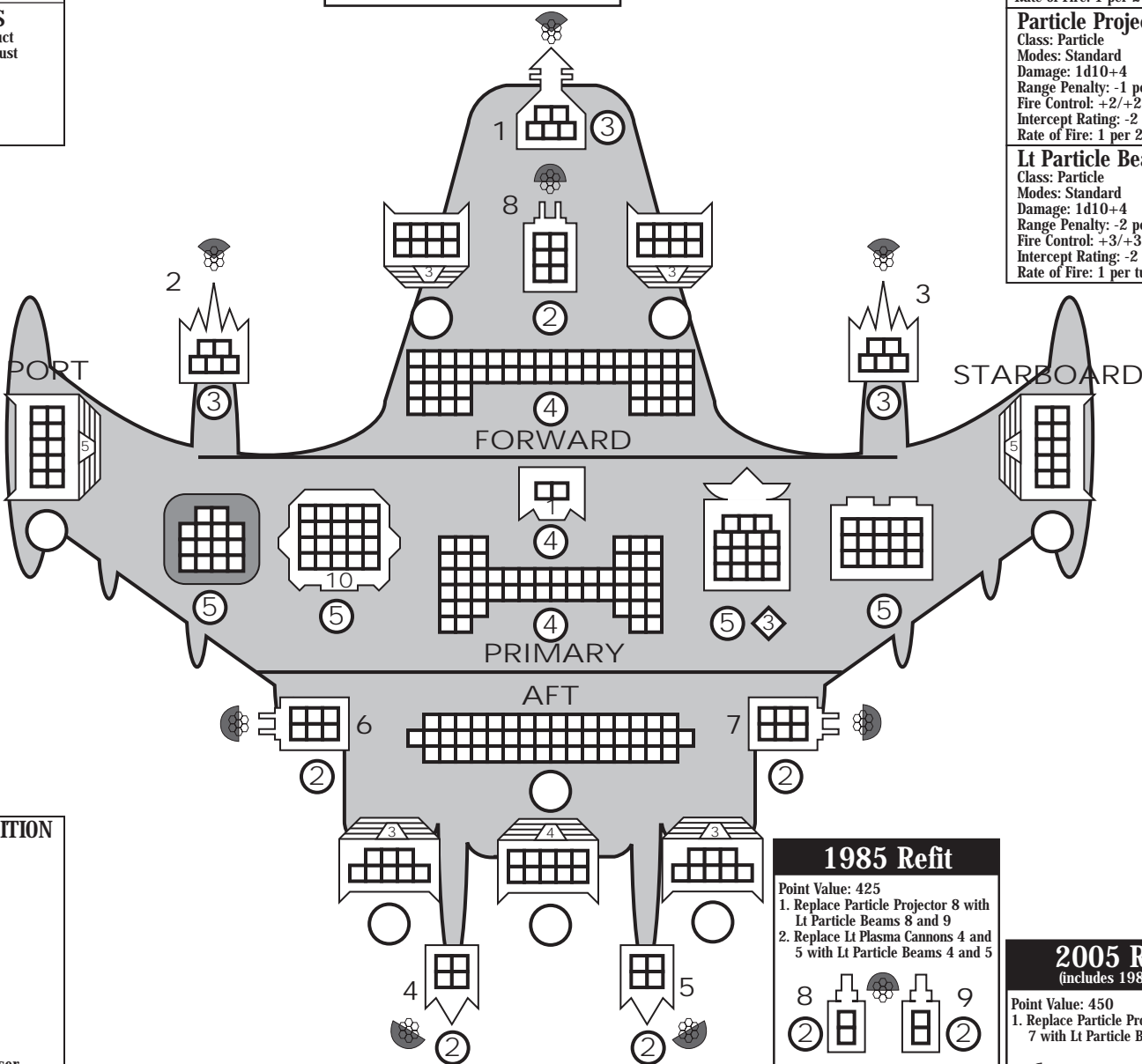
Target #2

Target #3

Target #4

Target #5

Target #6



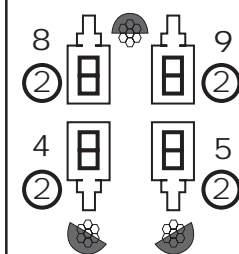
ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tactical Laser
- Med Plasma Cannon
- Lt Plasma Cannon
- Particle Projector
- Lt Particle Beam

1985 Refit

Point Value: 425

1. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
2. Replace Lt Plasma Cannons 4 and 5 with Lt Particle Beams 4 and 5



2005 Refit (includes 1985 refit)

Point Value: 450

1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7

