

Centauri Celerian Warcruiser

SPECS

Class: Capital Ship
In Service: 1850
Point Value: **580**
Ramming Value: 220
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

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

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

HANGAR

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



ARMOR REFIT

System	1850	1975	2007
Forward Structure	4	5	5
Retro Thrust	3	3	4
Center Main Thrust	2	3	3
Port/Stb Main Thrust	2	2	3
Jump Drive	4	4	5

SENSOR REFIT

Sensor Rating	7	8	8
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WEAPON DATA

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

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

Heavy Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

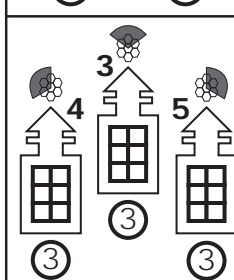
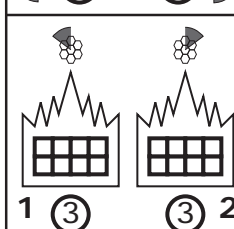
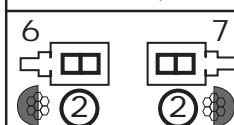
Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

2007 Refit (Includes 1975 Refit)

Point Value: 650

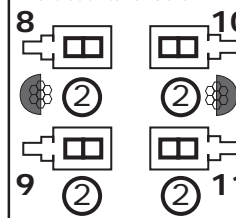
1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7
2. Replace Imperial Lasers 1 and 2 with Hvy Plasma Cannons 1 and 2
3. Replace Tactical Lasers 3, 4 and 5 with Assault Lasers 3, 4 and 5.



1975 Refit

Point Value: 615

1. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
2. Replace Particle Projector 9 with Lt Particle Beams 10 and 11



FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Tactical/Assault Laser
- 8-10: Imp. Laser/Hvy Plasma
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Tactical/Assault Laser
- 7-10: Particle Weapon
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-12: Jump Drive
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

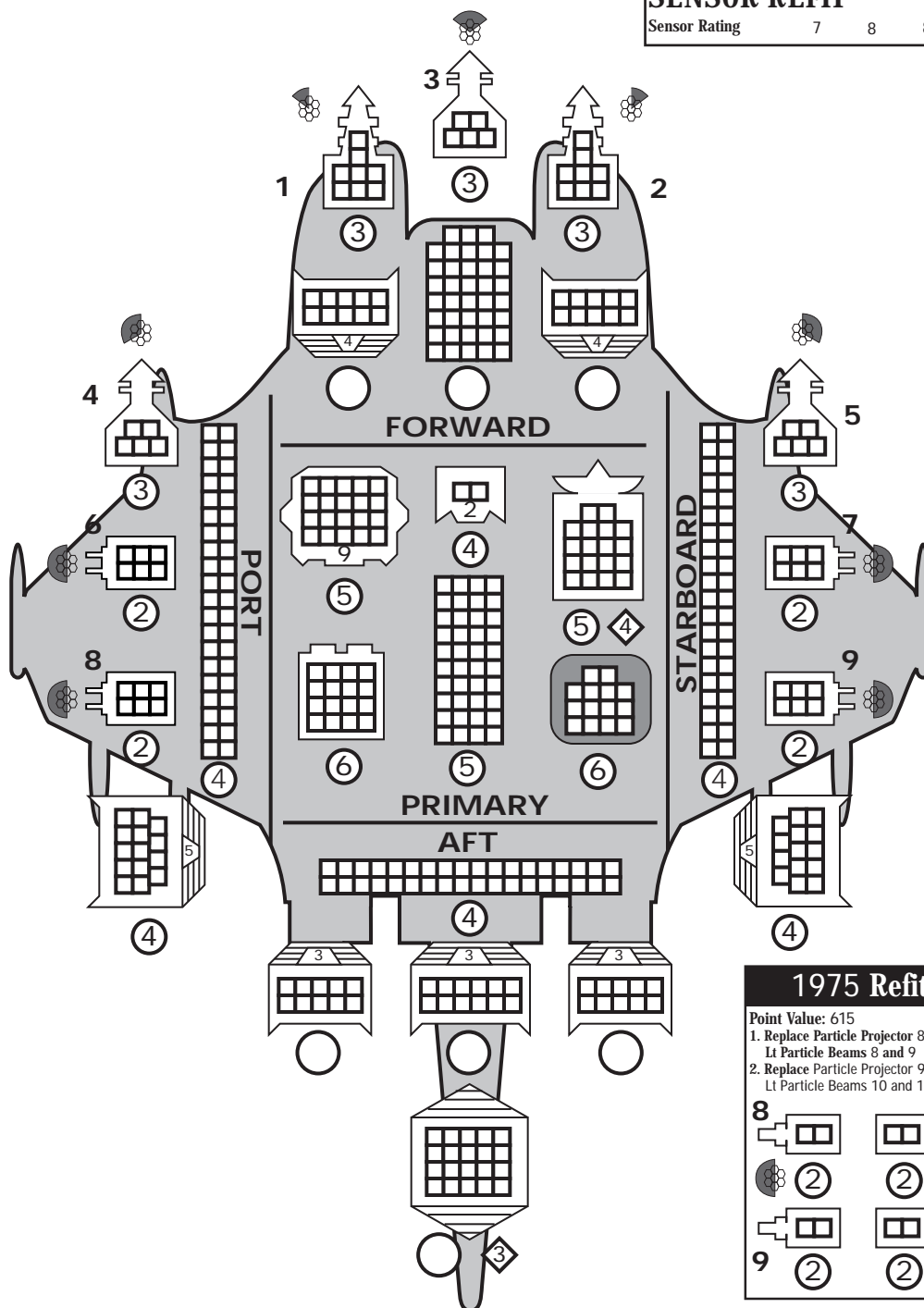
PRIMARY HITS

- 1-10: Primary Structure
- 11-13: Sensors
- 14-16: 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

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Hvy Plasma Cannon
- Particle Projector
- Lt Particle Beam