

Centauri Civilian Freighter

SPECS

Class: Medium Ship
In Service: 2175
Point Value: 125
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

WEAPON DATA

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Cargo A
9-11: Cargo B
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Cargo C
6-7: Cargo D
8-9: Cargo E
10-11: Cargo F
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

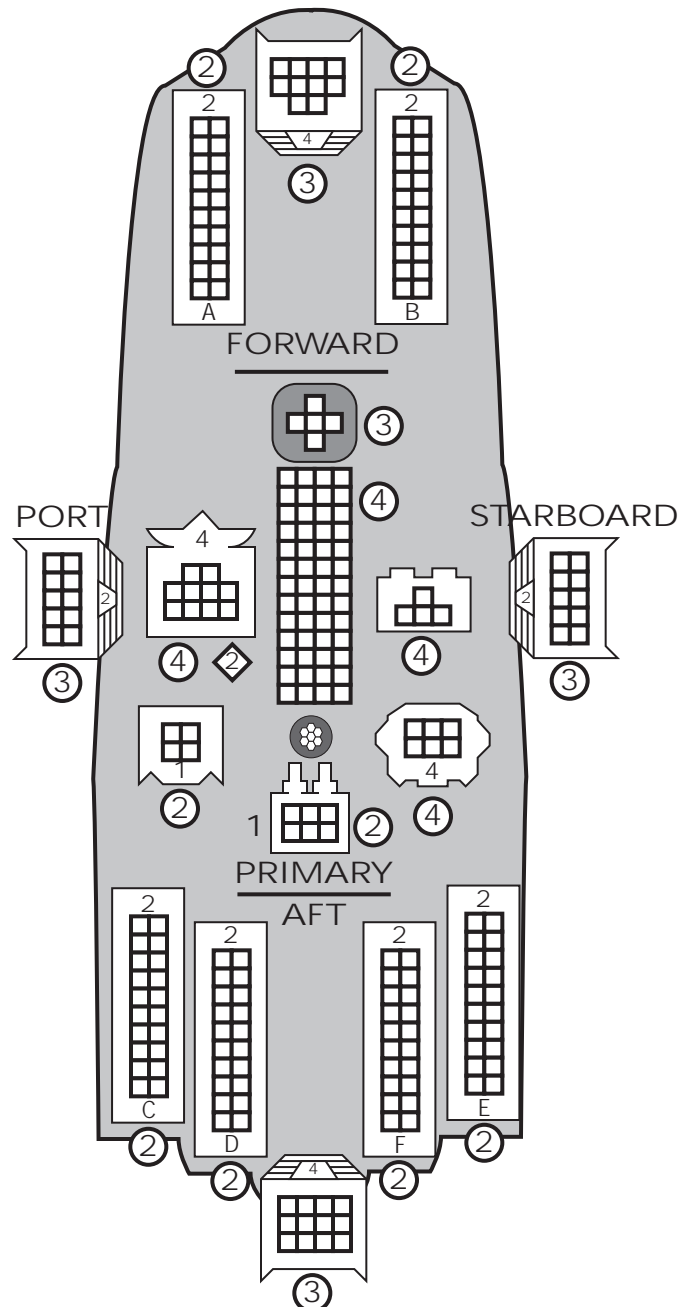
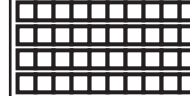
1-7: Port/Stb Thrust
8-9: Twin Array
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters
4 Cargo Shuttles:
No Weapons Thrust: 4
Armor: 0 Def: 12/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Twin Array