

# Centauri Altarian Magnus Destroyer Leader

## SPECS

Class: Hvy Combat Vsl  
In Service: 2208  
Point Value: 600  
Ramming Factor: 200  
Jump Delay: 20 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Power Shortage: -2  
Initiative Bonus: +6

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	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

6 Medium Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 8/10

## 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

### Matter Cannon

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

### Battle Laser

Class: Laser  
Modes: R, P  
Damage: 4d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Matter Cannon
- 6-7: Battle Laser
- 8-9: Twin Array
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-4: Main Thrust
- 5-6: Matter Cannon
- 7-8: Twin Array
- 9: Jump Engine
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Struct
- 7-9: Port/Stb Thrust
- 10-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

## SENSOR DATA

Defensive EW

Target #1

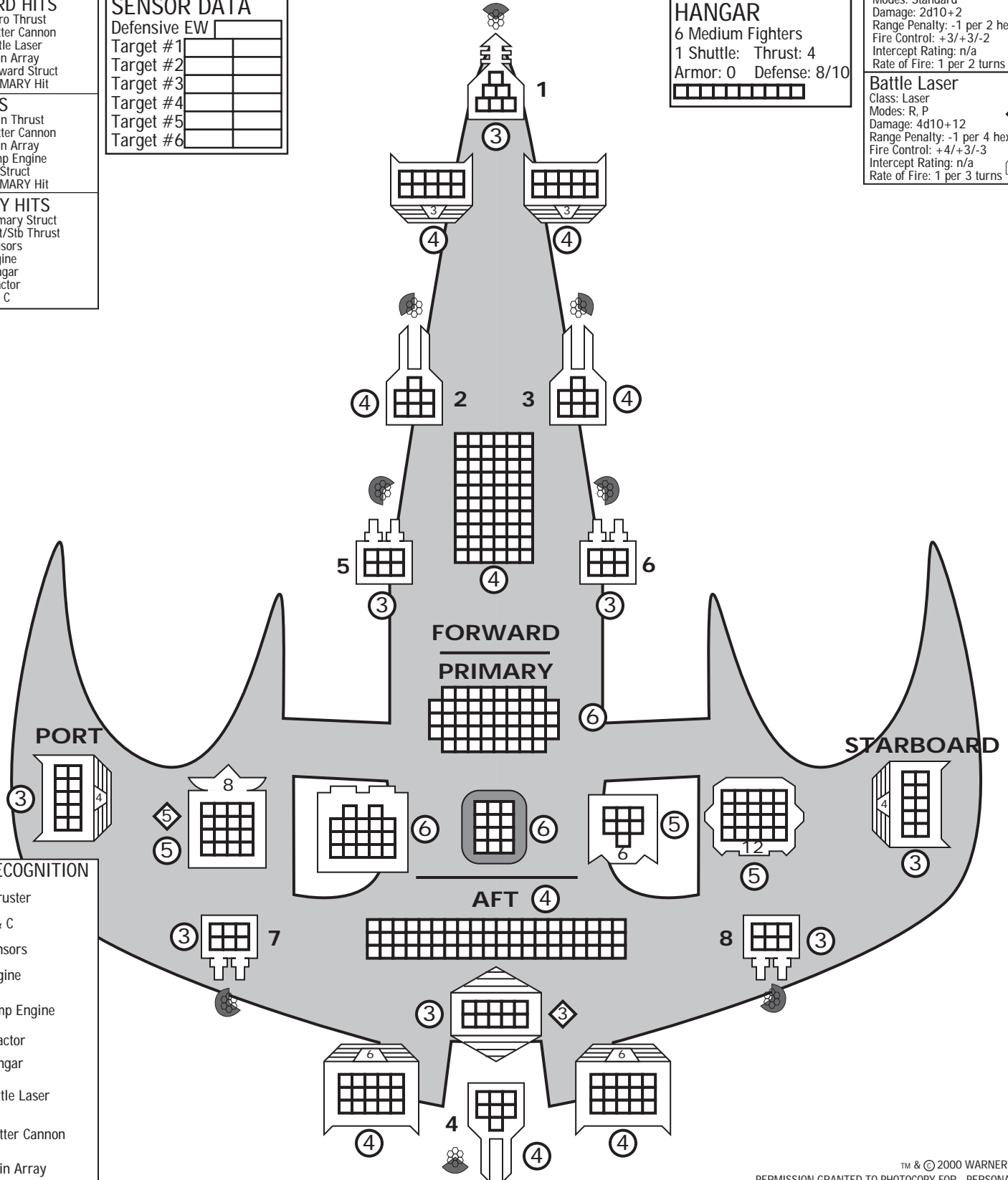
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Battle Laser
- Matter Cannon
- Twin Array