

Centauri Elutarian Bombardment Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2235
Point Value: 650
Ramming Factor: 200
Jump Delay: 20 Turns

| 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 |

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: 3/1
Power Shortage: -2
Initiative Bonus: +6

WEAPON DATA

Twin Array

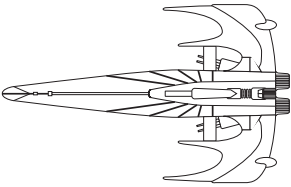
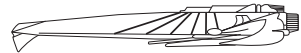
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Ballistic Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

HANGAR

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



FORWARD HITS

1-3: Retro Thrust
4-6: Ballistic Torpedo
7-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-8: 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

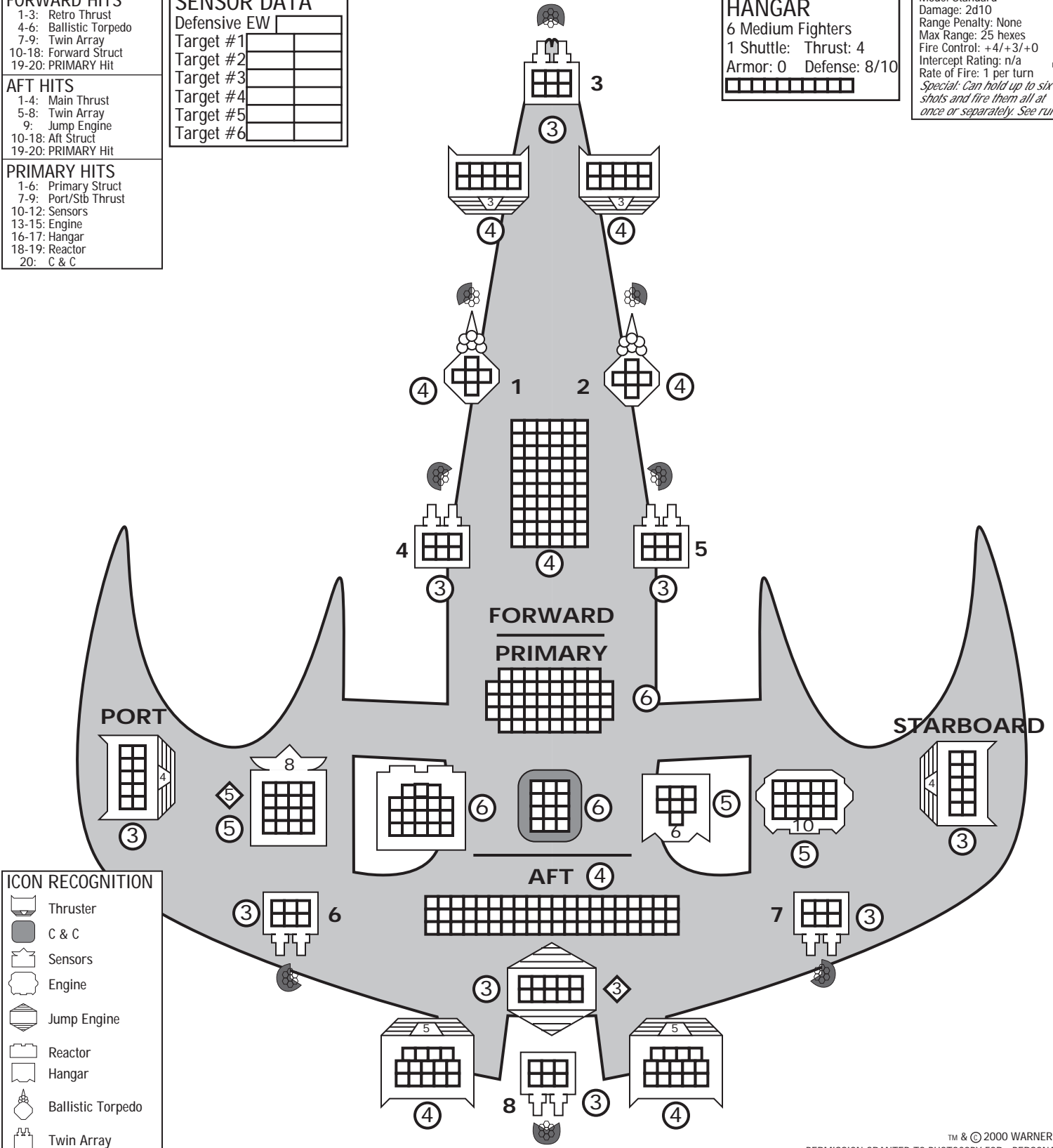
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ballistic Torpedo
- Twin Array