

# Centauri Privateer Lessara Carrier

## SPECS

Class: Capital Ship  
In Service: 2124  
Point Value: 490  
Ramming Factor: 230  
Jump Delay: 48 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**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

## 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

1-3: Retro Thrust  
4-6: Twin Array  
7-9: Cargo  
10: Medium Plasma Cannon  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Medium Plasma Cannon  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Jump Engine  
10-11: Twin Array  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

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

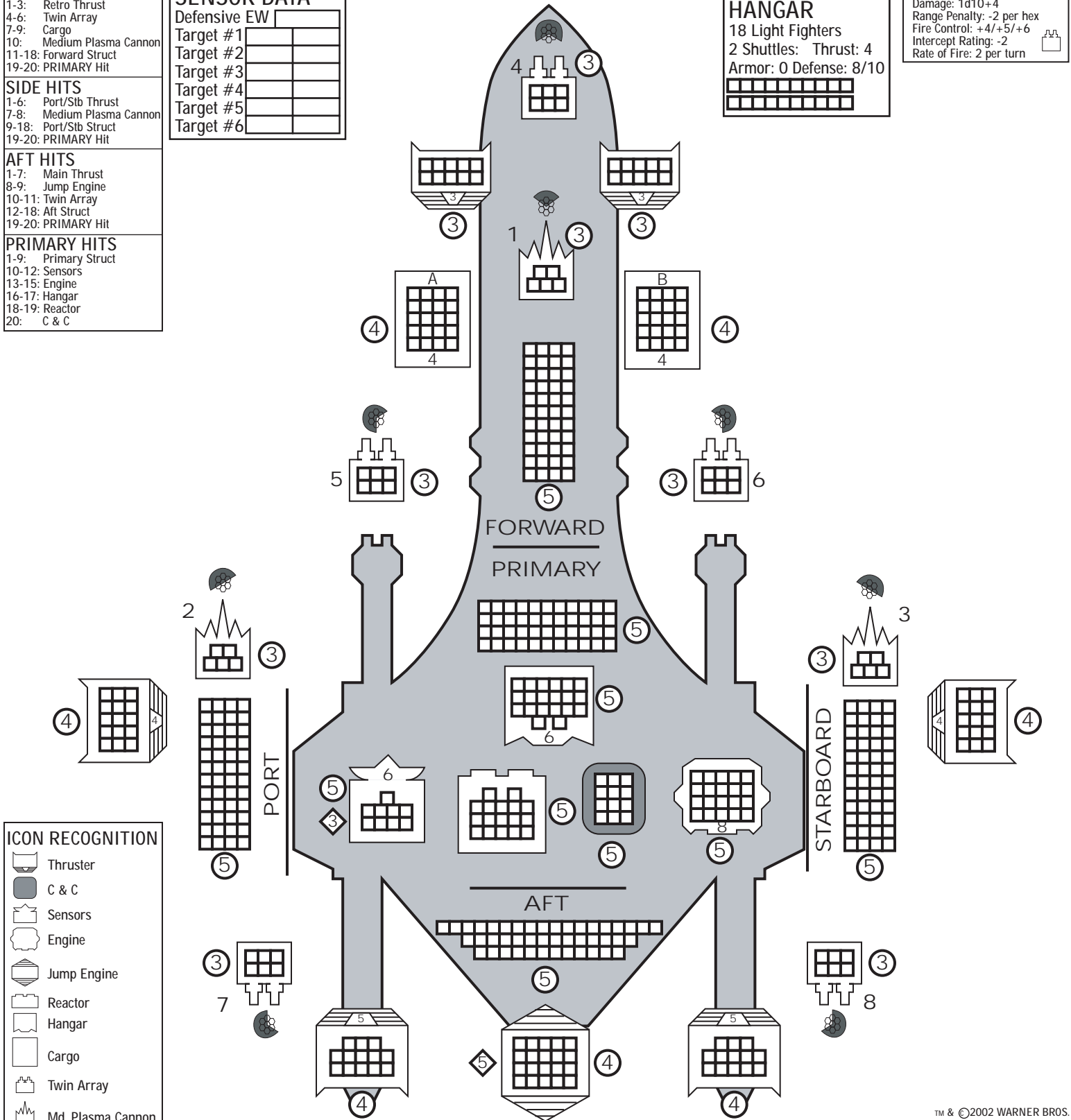
## SENSOR DATA

Defensive EW

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

## HANGAR

18 Light Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Twin Array
- Md. Plasma Cannon