

Primus Variant (Specialty)

Version 2: 2E/SF

Name: _____

Counter: _____



Centauri Emperor's Transport

SPECS

Class: Capital Ship
In Service: 2202
Point Value: 550
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: 8
Initiative Bonus: +0

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

1-3: Retro Thrust
4-7: Twin Array
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Twin Array
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-12: Jump Drive
13-18: 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

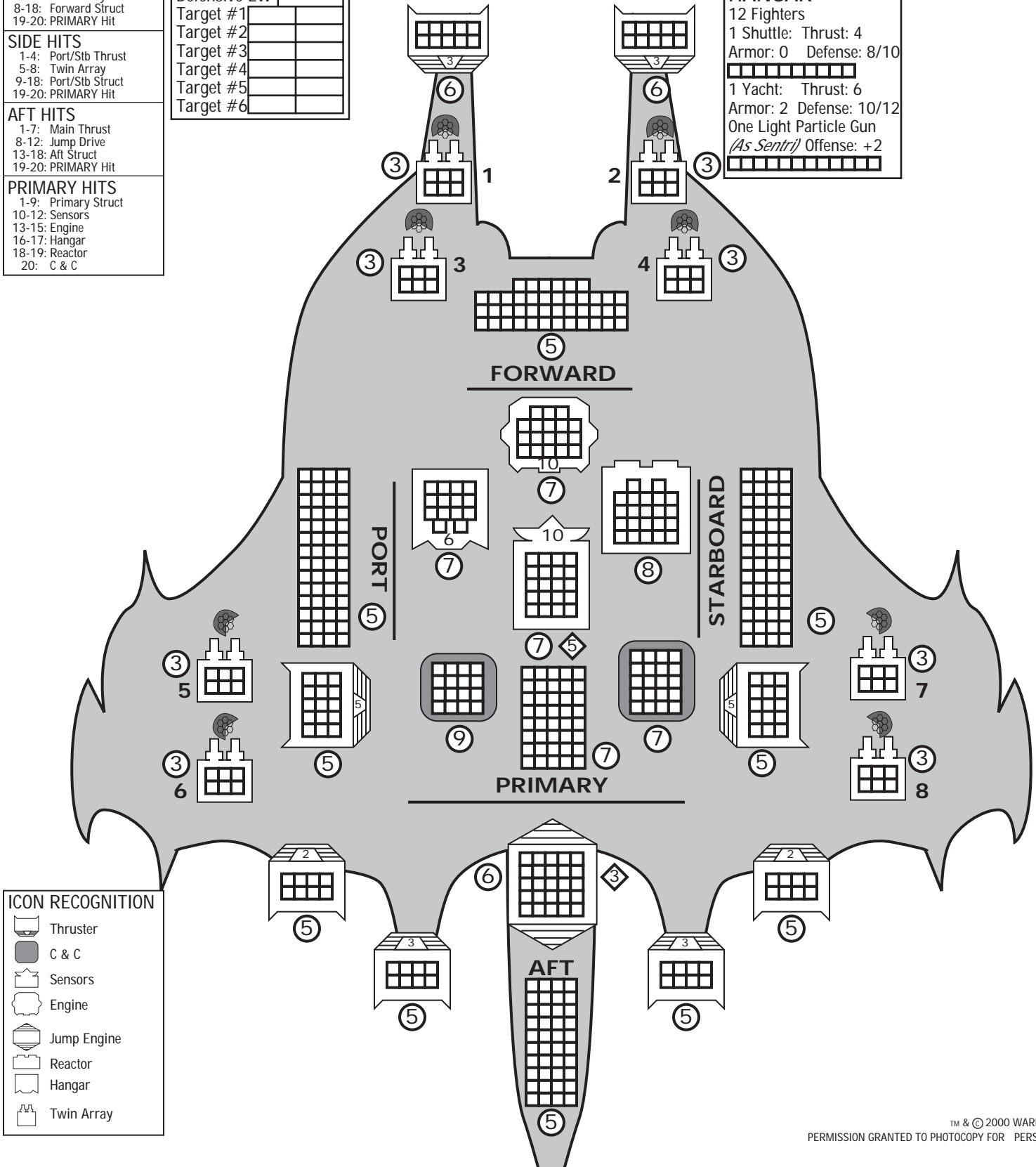
Target #4

Target #5

Target #6

HANGAR

12 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10
1 Yacht: Thrust: 6
Armor: 2 Defense: 10/12
One Light Particle Gun
(As Sentries) Offense: +2



ICON RECOGNITION

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