

# Centauri Orto Troop Transport

## SPECS

Class: Capital Ship  
In Service: 1971  
Point Value: 315  
Ramming Value: 250  
Jump Delay: N/A

## 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: 17  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: -4

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

### Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-7: Lt Particle Beam  
8-10: Forward Hangar  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Particle Projector  
7-12: Cargo  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Lt Particle Beam  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

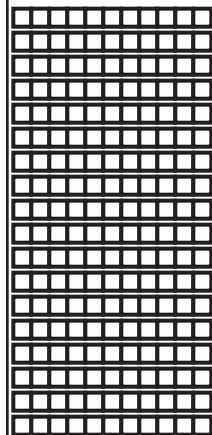
1-10: Primary Structure  
11-12: Sensors  
13-14: Engine  
15-16: Primary Hangar  
17-18: Reactor  
19-20: C & C

## PRIMARY HANGAR

0 Fighters  
12 Assault Shuttles

## FORWARD HANGAR

0 Fighters  
18 Cargo Shuttles  
No Weapons Thrust: 4  
Armor: 0 Defense: 13/13



## SENSOR DATA

Defensive EW

Target #1

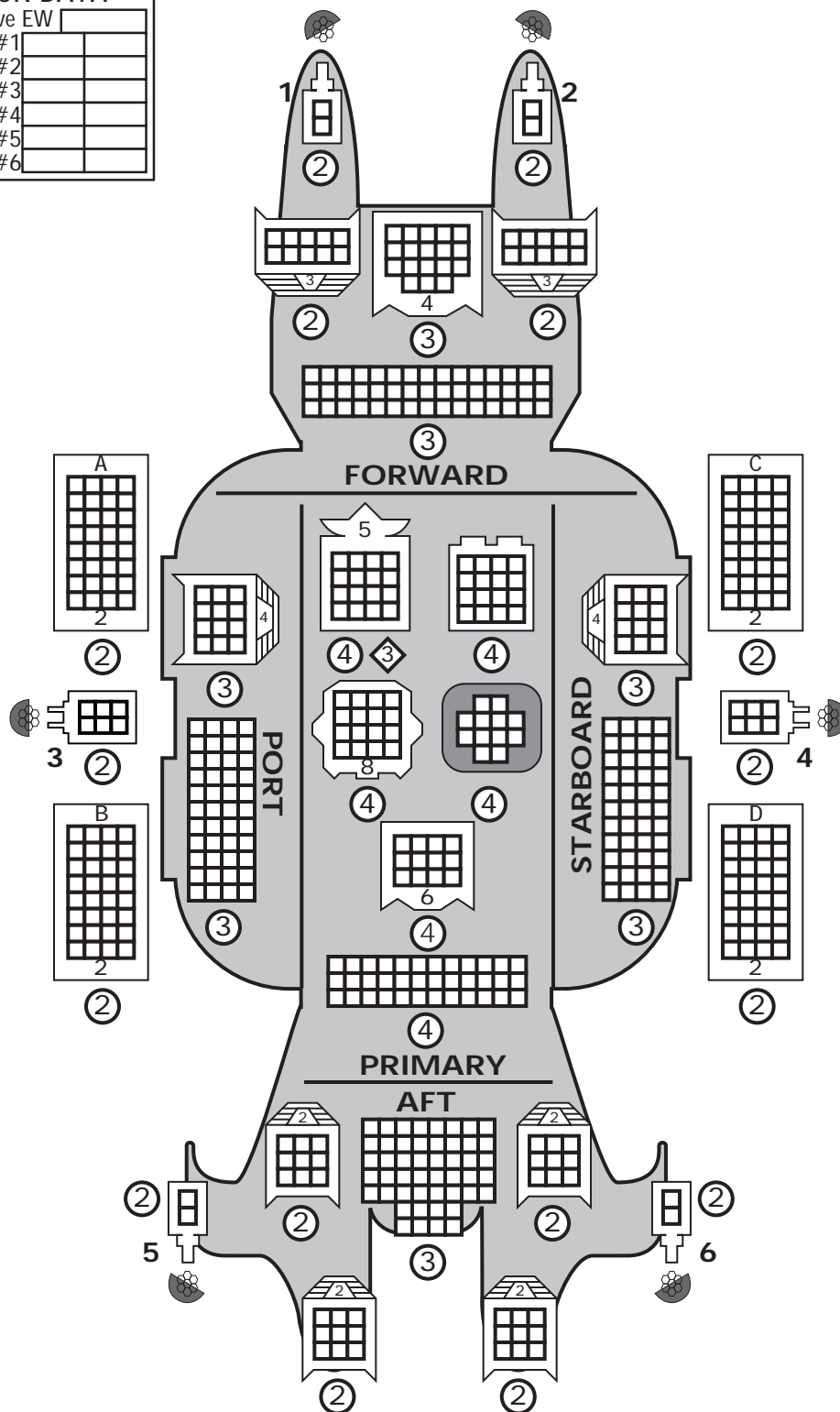
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Particle Projector
- Lt Particle Beam

## LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9  
Thrust: 6 Offense: +1  
Armor: 1 Initiative: +9  
1 Plasma Blaster  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d3+2 (-1 per hex)  
Firing Arc:

