

Centauri Tavor Siege Vessel

SPECS

Class: Capital Ship
In Service: 2005
Point Value: 700
Ramming Value: 250
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 3/1
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	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

0 Fighters
1 Shuttle Thrust: 3
Armor: 0 Defense: 10/11



WEAPON DATA

Mass Driver

Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +2/--/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Targets immobile, enormous units, bases, or planets only, launching ship must be speed zero

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
6-9: Mass Driver
10-11: Lt Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Mass Driver
9: Particle Weapon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-10: Main Thrust
11: Lt Particle Beam
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

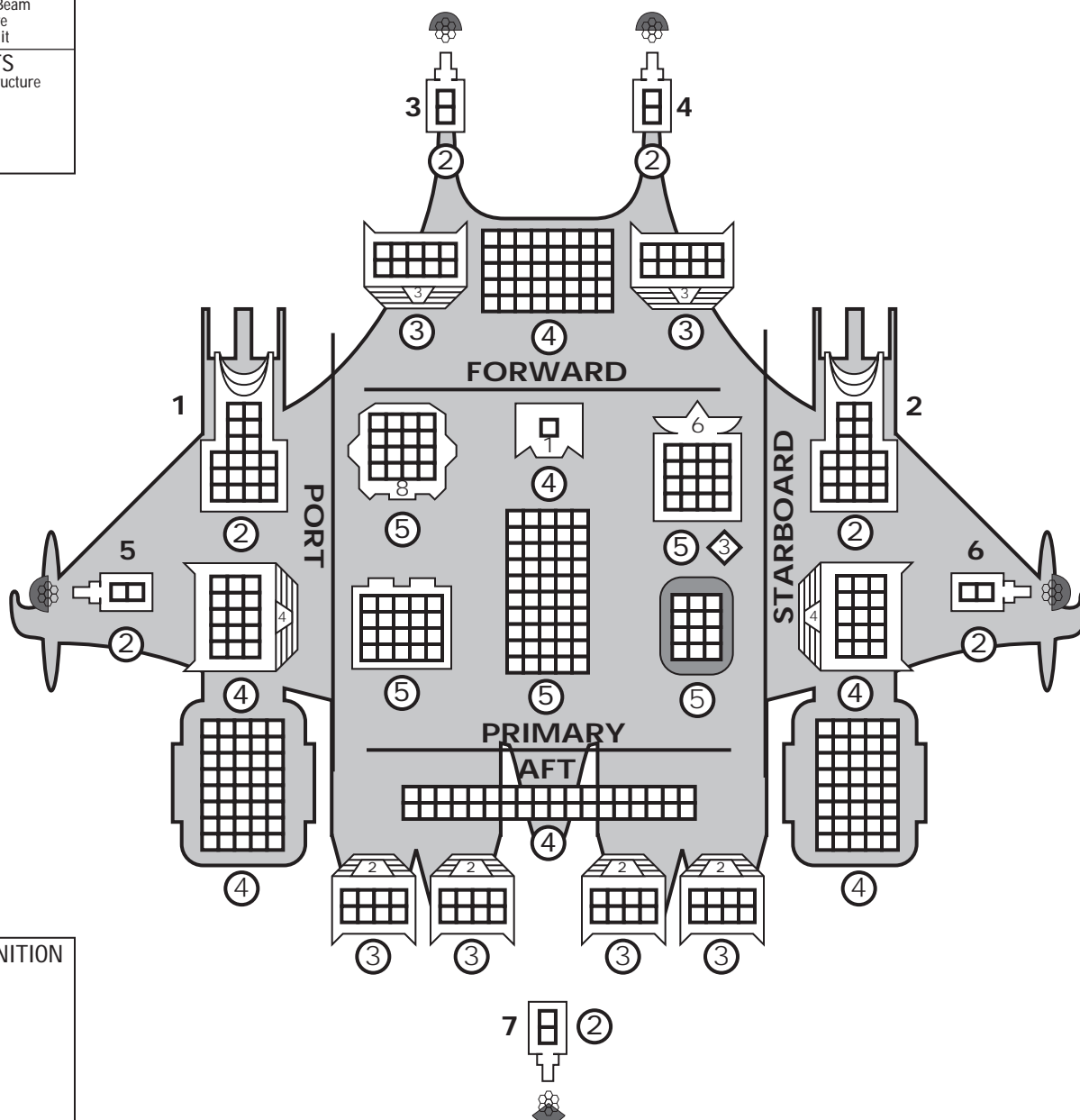
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Mass Driver
- Lt Particle Beam