

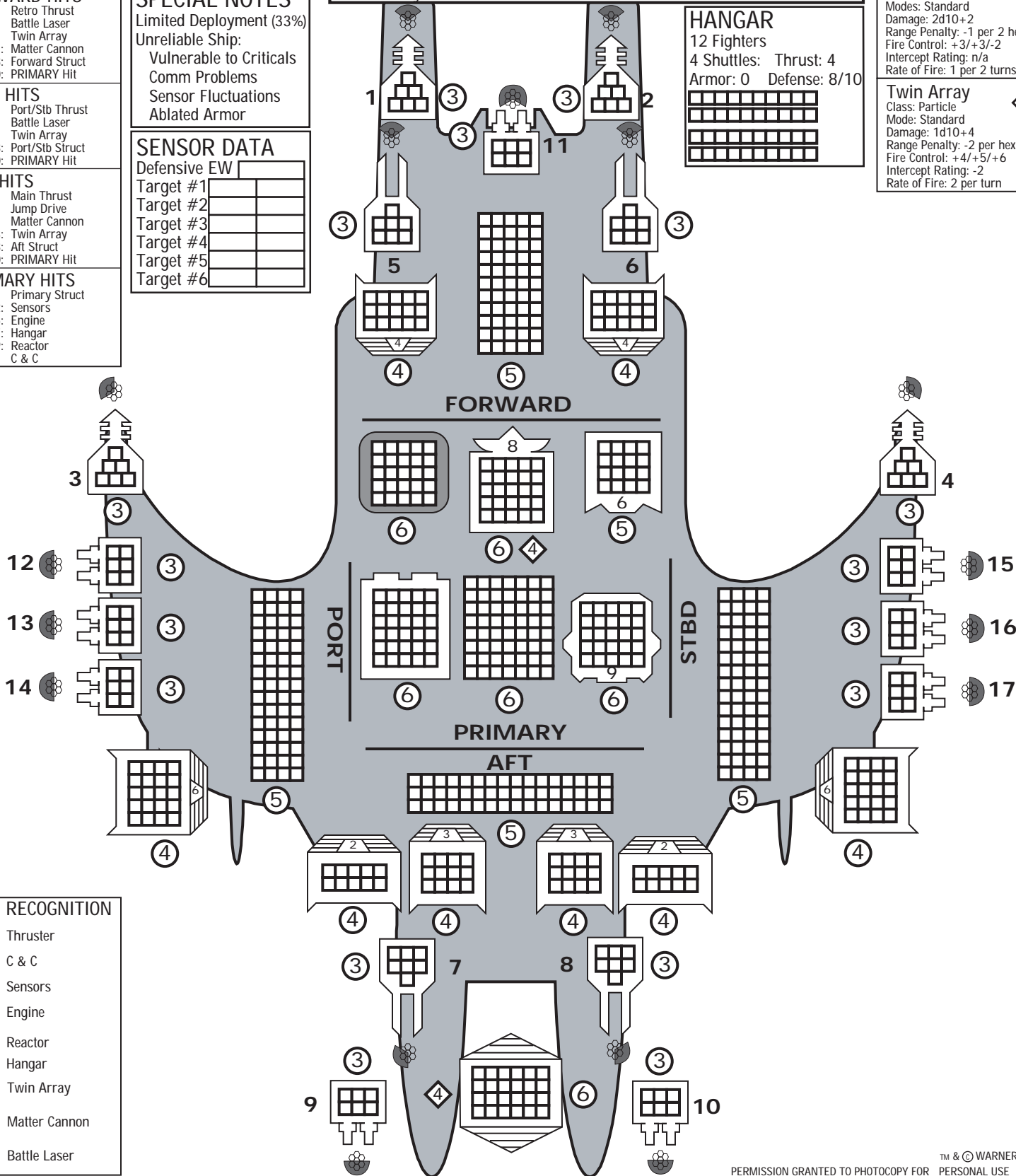
Centauri Centaurum Battleship (Upgraded)










SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Def: 17					
In Service: 2209		Turn Delay: 4/3 x Speed						Stb/Port Defense: 19					
Point Value: 1000		Accel/Decel Cost: 5 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 300		Pivot Cost: 4+4 Thrust						Extra Power: 0					
Jump Delay: 20 turns		Roll Cost: 4+4 Thrust						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	2	3	4	6	7	8	10	11	12	14	15	16	

WEAPON DATA
Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 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
1-5: Retro Thrust
6-8: Battle Laser
9: Twin Array
10-11: Matter Cannon
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-7: Battle Laser
8-10: Twin Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-8: Jump Drive
9-11: Matter Cannon
12-13: Twin Array
14-18: 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

SPECIAL NOTES
Limited Deployment (33%)
Unreliable Ship:
Vulnerable to Criticals
Comm Problems
Sensor Fluctuations
Ablated Armor
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
	Twin Array
	Matter Cannon
	Battle Laser