

Centaury Armus Long-Haul Freighter /Capit Priority Freighter

SPECS

Class: Capital Ship
In Service: 1730/1970
Point Value: 175/210
Ramming Value: 170
Jump Delay: N/A or 40 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: -1

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	5	6	8	9	11	12	14	15	17	18

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: Particle Weapon
8-10: Cargo
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7: Particle Weapon
8-9: Cargo
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Engine
9-10: Cargo
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

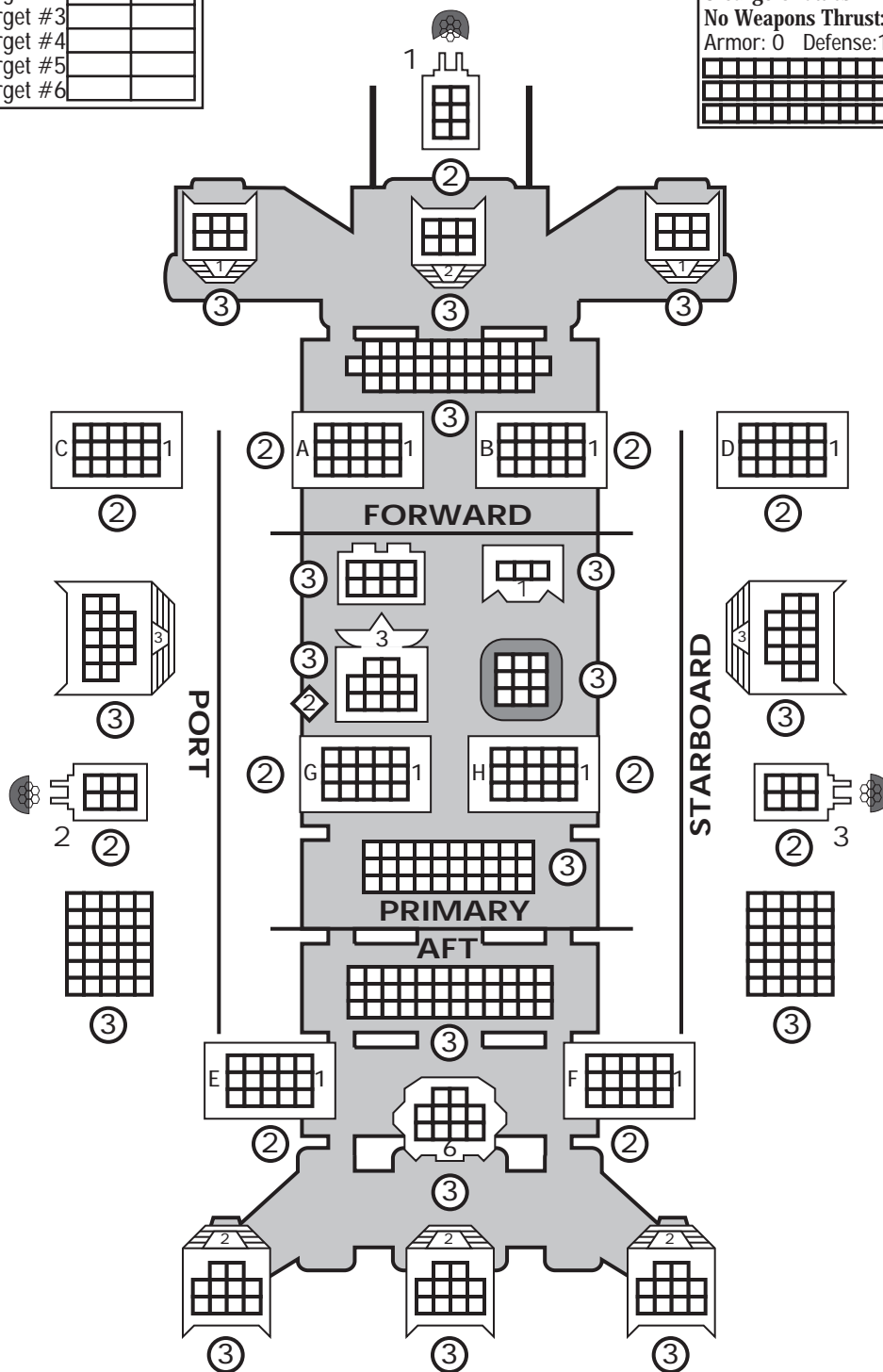
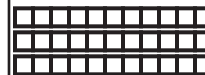
HANGAR

0 Fighters

3 Cargo Shuttles

No Weapons Thrust: 4

Armor: 0 Defense: 13/13



ICON RECOGNITION

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

CAPIT PRIORITY FREIGHTER

To convert from the Armus shown in the SCS to the Capit, replace the following systems.

1. Replace the Particle Projectors with Lt Particle Beams
2. Replace the Primary cargo bays (G/H) with a Jump Engine

