

Centauri Centaurus Class Heavy Destroyer

SPECS

Class: Hvy Combat Vls
In Service: 2225
Point Value:
Ramming Factor: 200
Jump Delay: 20 Turns

MANEUVERING

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

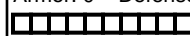
COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

6 Medium Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



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

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

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

Plasma Accelerator
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

FORWARD BITS
1-3 Retro Thrust
4-6 Battle Laser
7-8 Twin Array
9-11 Plasma Accelerator
12-18 Forward Struct
19-20 PRIMARY Hit

AFT BITS
1-4 Main Thrust
5-6 Matter Cannon
7-8 Twin Array
9 Jump Engine
10-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY BITS
1-6 Primary Struct
7-9 Port/Stb Thrust
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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Matter Cannon
- Twin Array
- Battle Laser
- Plasma Accelerator

