

Centuari Accelerator Primus Driver Siege Ship

SPECS

Class: Capital Ship
In Service: 2090
Point Value: 800
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: -9
Initiative Bonus: +0

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	2	2	3	4	4	5	6	6	7	8	8



WEAPON DATA

Plasma Accelerator
Class: Plasma
Modes: 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

Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +0/-/-1
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Targets Enormous Units, Planets, or Bases only and only damages structure

FORWARD HITS 1-3: Retro Thrust 4-7: Twin Array 8-11: Mass Driver 12-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-3: Port/Stb Thrust 4-7: Plasma Accelerator 8-11: Twin Array 12-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-7: Main Thrust 8-12: Jump Drive 13-18: 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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Unreliable (After 2205)

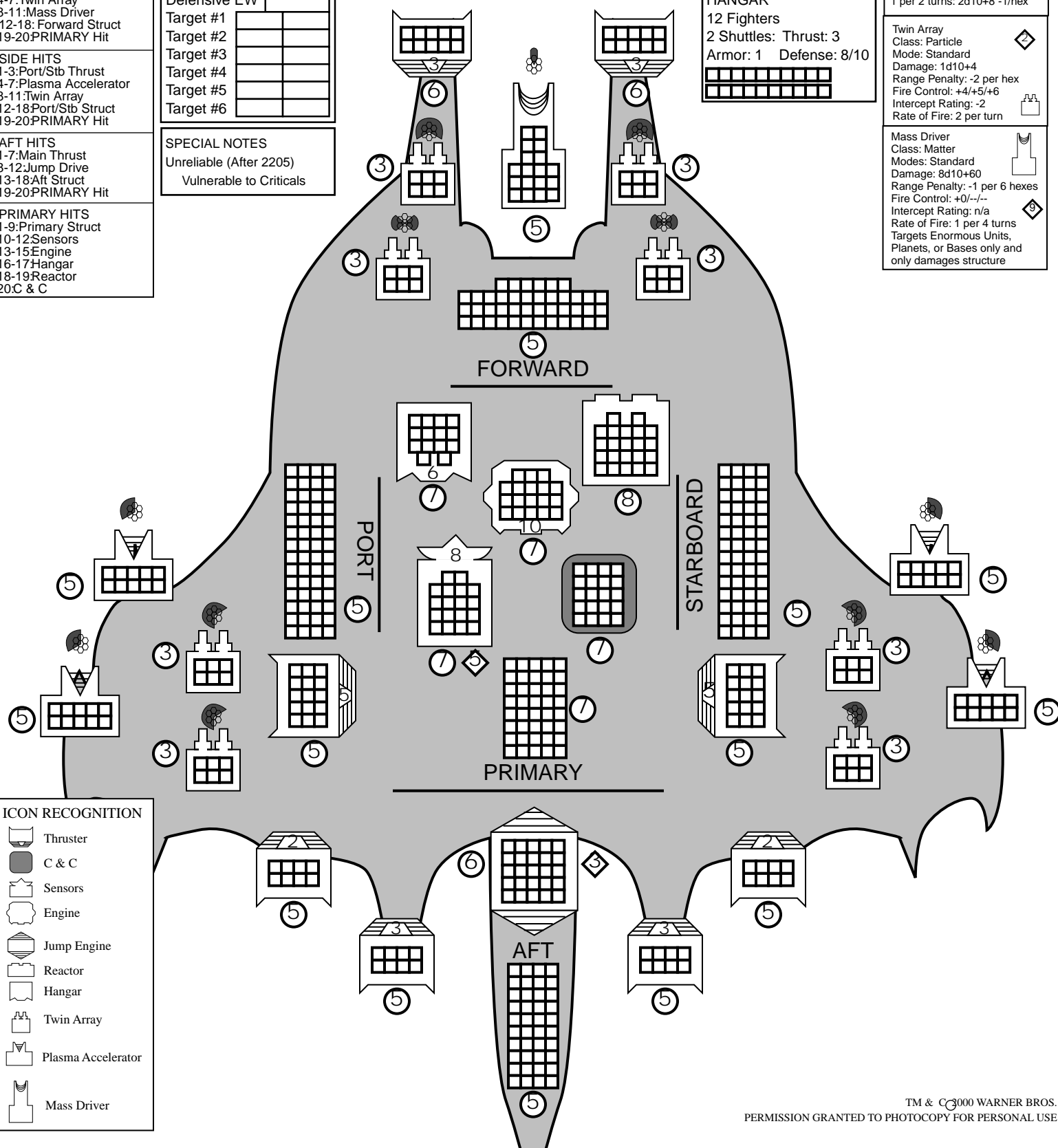
Vulnerable to Criticals

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

