

Centauri Senate Excel Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2157	Turn Delay: 4/3xSpeed	Stb/Port Defense: 19
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 18 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
Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.
Heavy Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Twin Multiphased Cutter Array
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-5: Retro Thrust
6-8: Lt Mol Slicer
9: Twin Cutter Array
10-11: Hvy Phas Pulse
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-7: Lt Mol Slicer
8-10: Twin Cutter Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-10: Lt Mol Slicer
11: Twin Cutter Array
12-14: Jump Drive
15-18: 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%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
12 Fighters
4 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Light Slicer Beam
Twin Multiphased Cutter Array
Heavy Phasing
Pulse Cannon

