

Centauri Trinarus Driver War Cruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 1175
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

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

Ballistic Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

Heavy Array
Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
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/-/-
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
8-10:Ballistic Torpedo
11-13:Mass Driver
14-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-7:Heavy Array
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

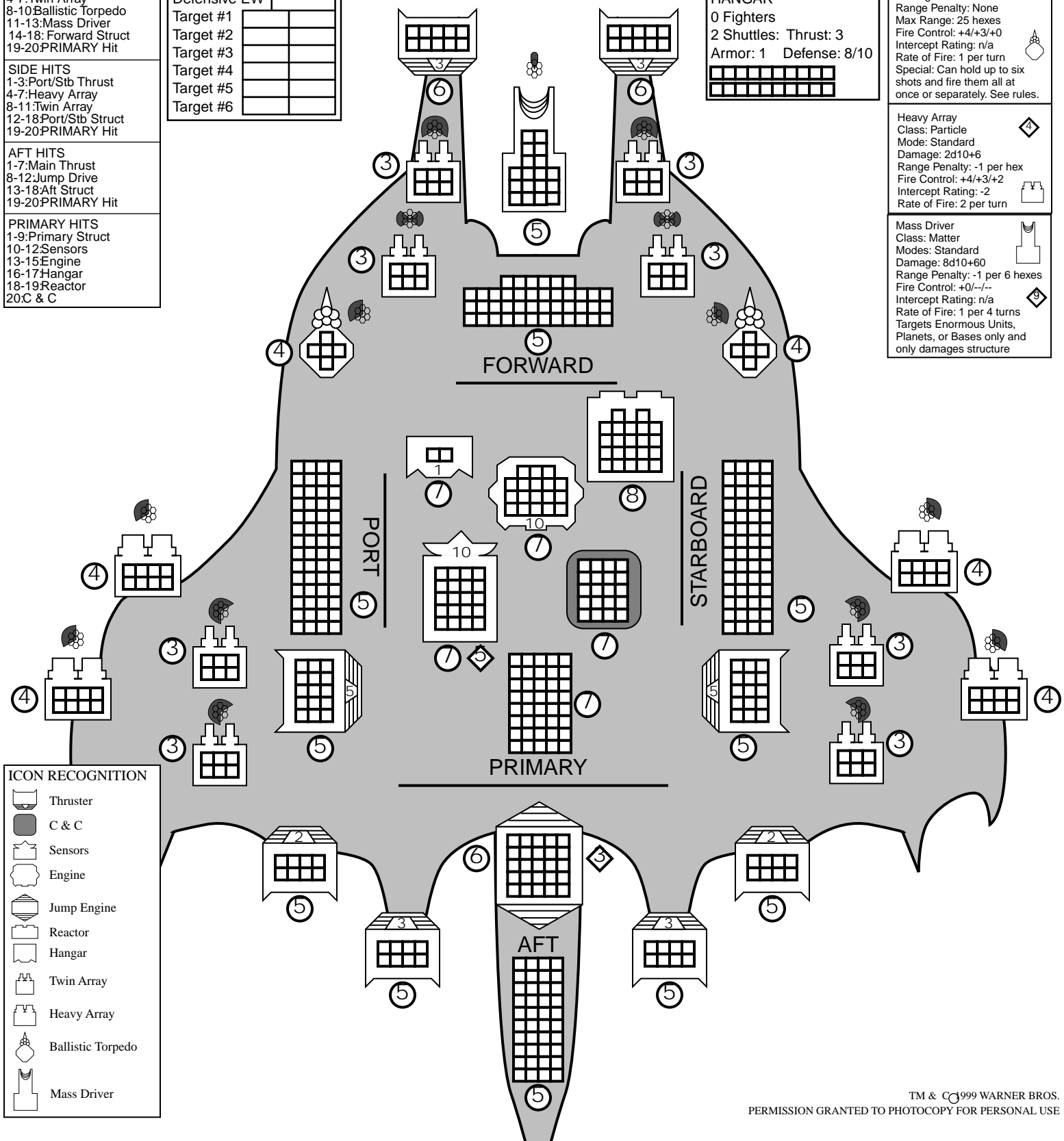
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Heavy Array
- Ballistic Torpedo
- Mass Driver