



## Centauri Nalus Armored Driver Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2152	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: -9
Jump Delay: N/A	Roll Cost: 3+3 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	1 2 2 3 4 4 5 6 6 7 8 8	

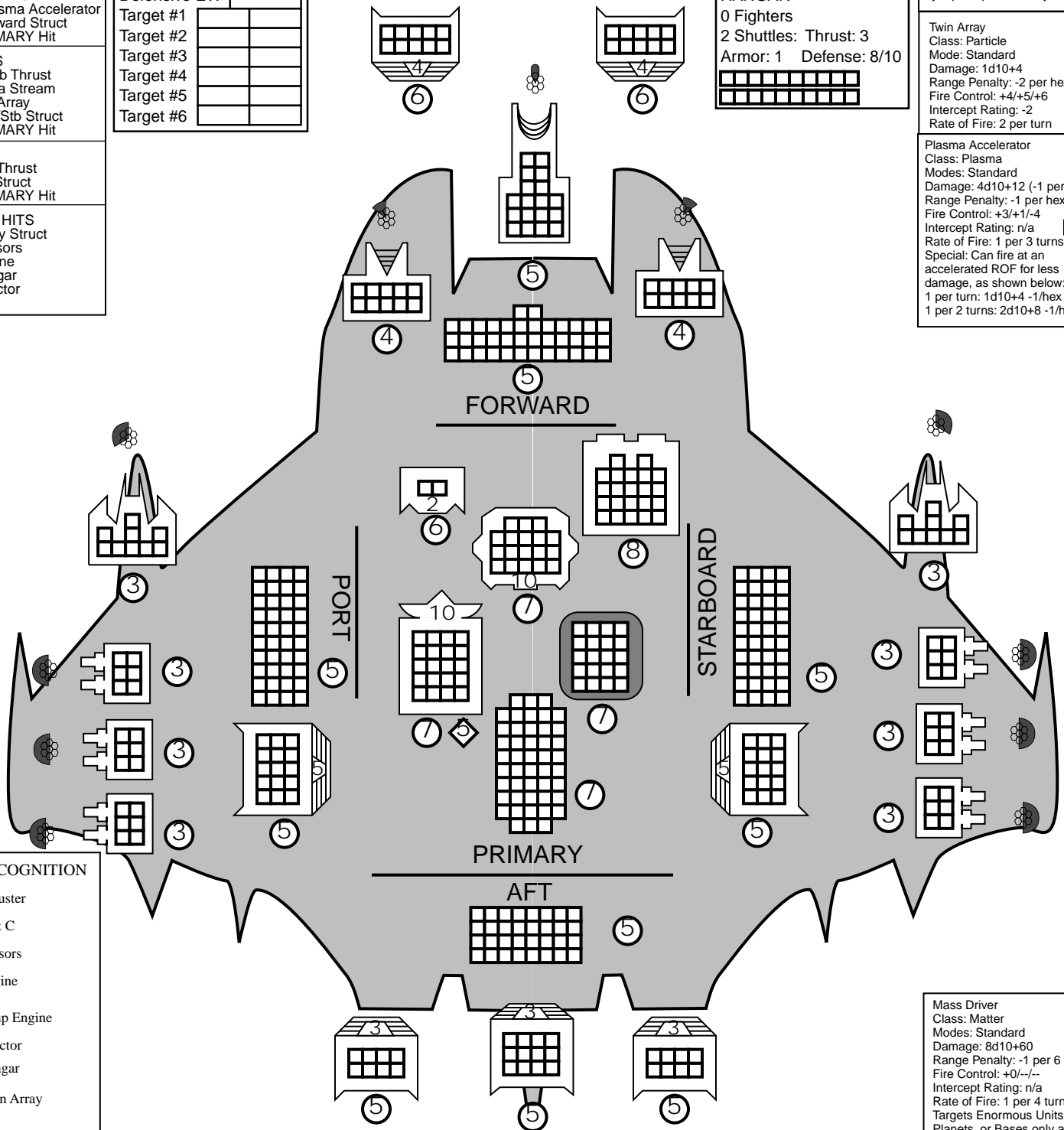
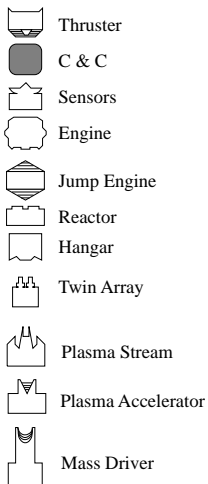
WEAPON DATA	
Plasma Stream	
Class: Plasma	
Modes: Raking (5)	
Damage: 3d10+4 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +2/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.	
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	
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	

FORWARD HITS
1-5: Retro Thrust
6-9: Mass Driver
10-11: Plasma Accelerator
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Plasma Stream
7-10: Twin Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-10: Main Thrust
11-18: 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



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	