

# Centauri Proximus Class Light Carrier



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsr	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2215	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	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	

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

**FORWARD HITS**  
 1-3: Retro Thrust  
 4-6: Hangar  
 7-9: Twin Array  
 10-18: Forward Struct  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-4: Main Thrust  
 5-7: Twin Array  
 8-9: Jump Engine  
 10-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 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

## HANGAR

6 Medium Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10

## SIDE HANGARS

6 Medium Fighters

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array

