

## Centuari Longinus Bombardment Cruiser

### SPECS

Class: Capital Ship  
In Service: 2235  
Point Value:  
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.

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  
8-11: Mass Driver  
12-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-3: Port/Stb Thrust  
4-7: Ballistic Torpedo  
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

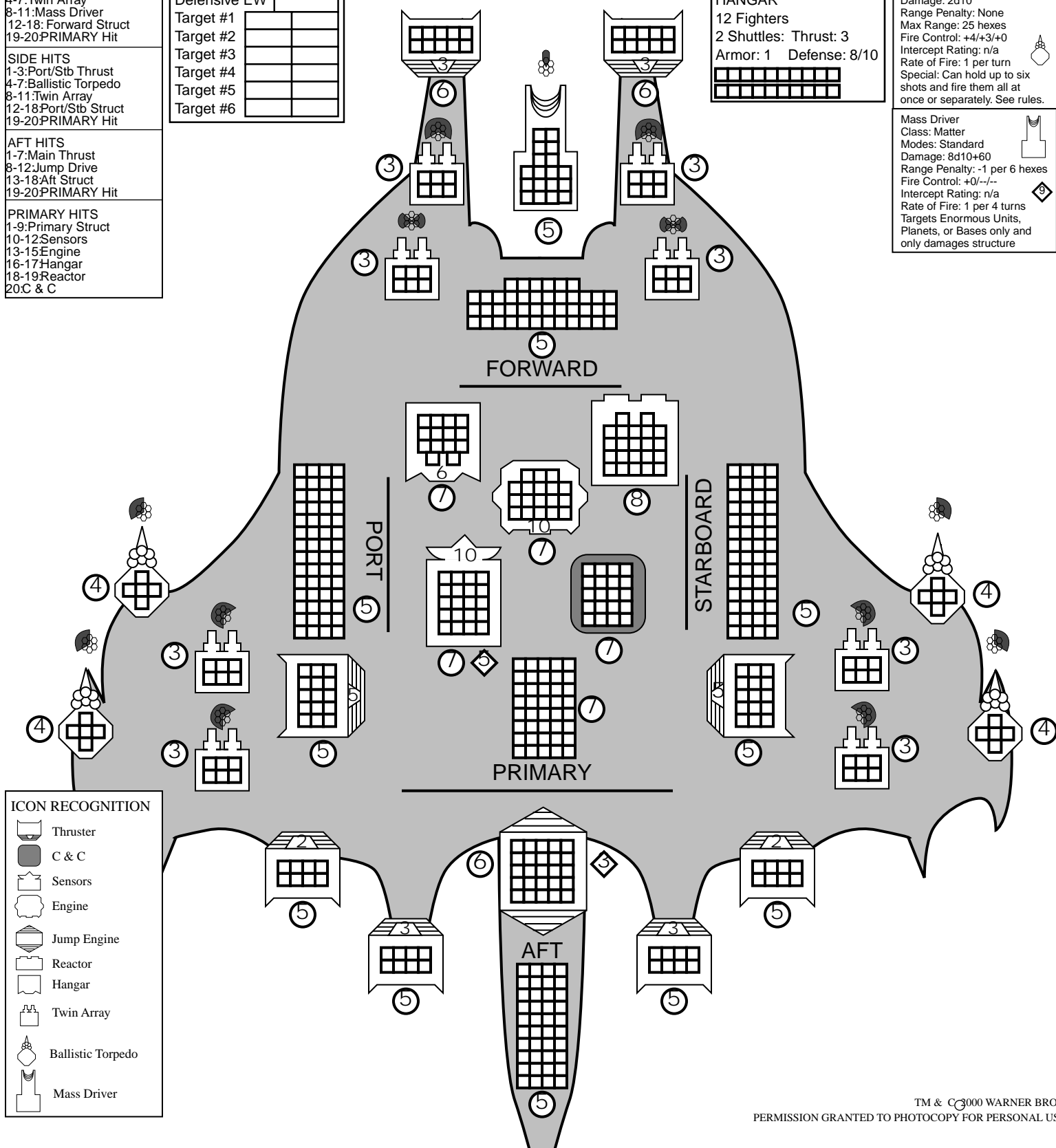
Target #6

### HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



### ICON RECOGNITION

