

Centauri Serpidian class Destroyer

SPECS	MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed								Fwd/Aft Defense: 13			
In Service: 2267	Turn Delay: 1/2 Speed								Stb/Port Defense: 14			
Point Value: 600	Accel/Decel Cost: 3 Thrust								Engine Efficiency: 2/1			
Ramming Factor: 200	Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust								Initiative Bonus: +7			
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Matter Accelerator Cannon

Class: Matter
Modes: Standard
Damage: 3d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special Note: Can fire at an accelerated rate of fire for less damage
1 per two turns: 2d10+4
Range Penalty: -1/2 hexes
1 per turn: 1d10+2
Range Penalty: -1 per hex

Engagement Laser

Class: Laser
Modes: Raking
Dmg: 3d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

HANGAR

6 Fighters
1 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9

FORWARD HITS

1-3: Retro Thrust
4-6: Matter Accel Cannon
7-9: Engagement Laser
10-12: Twin Array
13-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Engagement Laser
8-10: Twin Array
11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

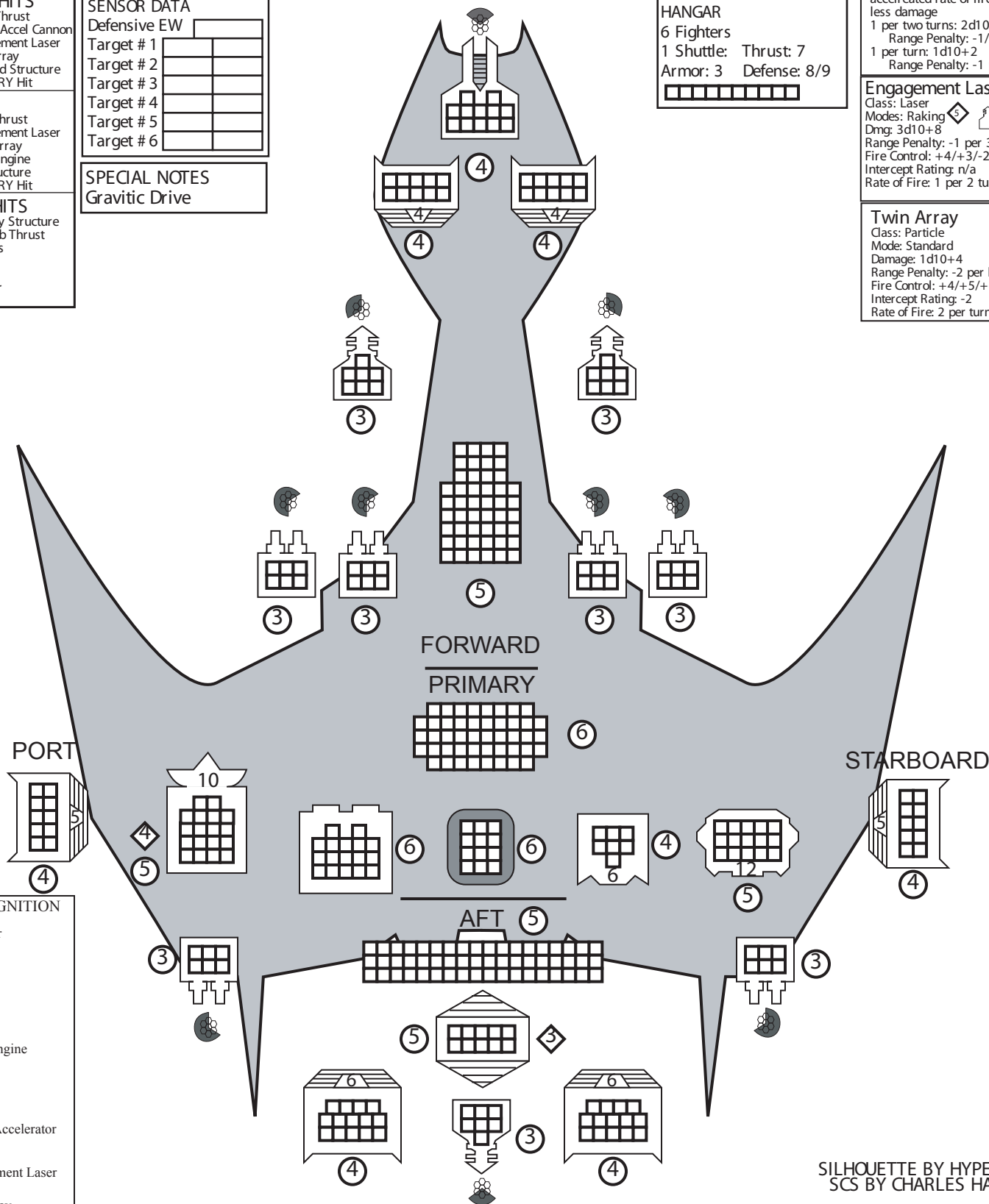
Target # 4

Target # 5

Target # 6

SPECIAL NOTES

Gravitic Drive



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Matter Accelerator Cannon
- Engagement Laser
- Twin Array