



# Centuari Dasuva Class War Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vls	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2257	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 3 3 3 3 4 4 4 4	

WEAPON DATA	
Heavy Array	4
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	
Plasma Accelerator	5
Class: Plasma	
Mode: 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	
Matter Cannon	4
Class: Matter	
Mode: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

FORWARBITS
1-3 Retro Thrust
4 Plasma Accelerator
5-6 Matter Cannon
7-10 Heavy Array
11-18 Forward Struct
19-20 PRIMARY Hit
AFT HITS
1-5 Main Thrust
6-9 Jump Engine
10-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY HITS
1-7 Primary Struct
8-10 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	

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 8/10	

ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Plasma Accelerator
	Heavy Array
	Matter Cannon

