



Centauri Brimstack Battlecruiser



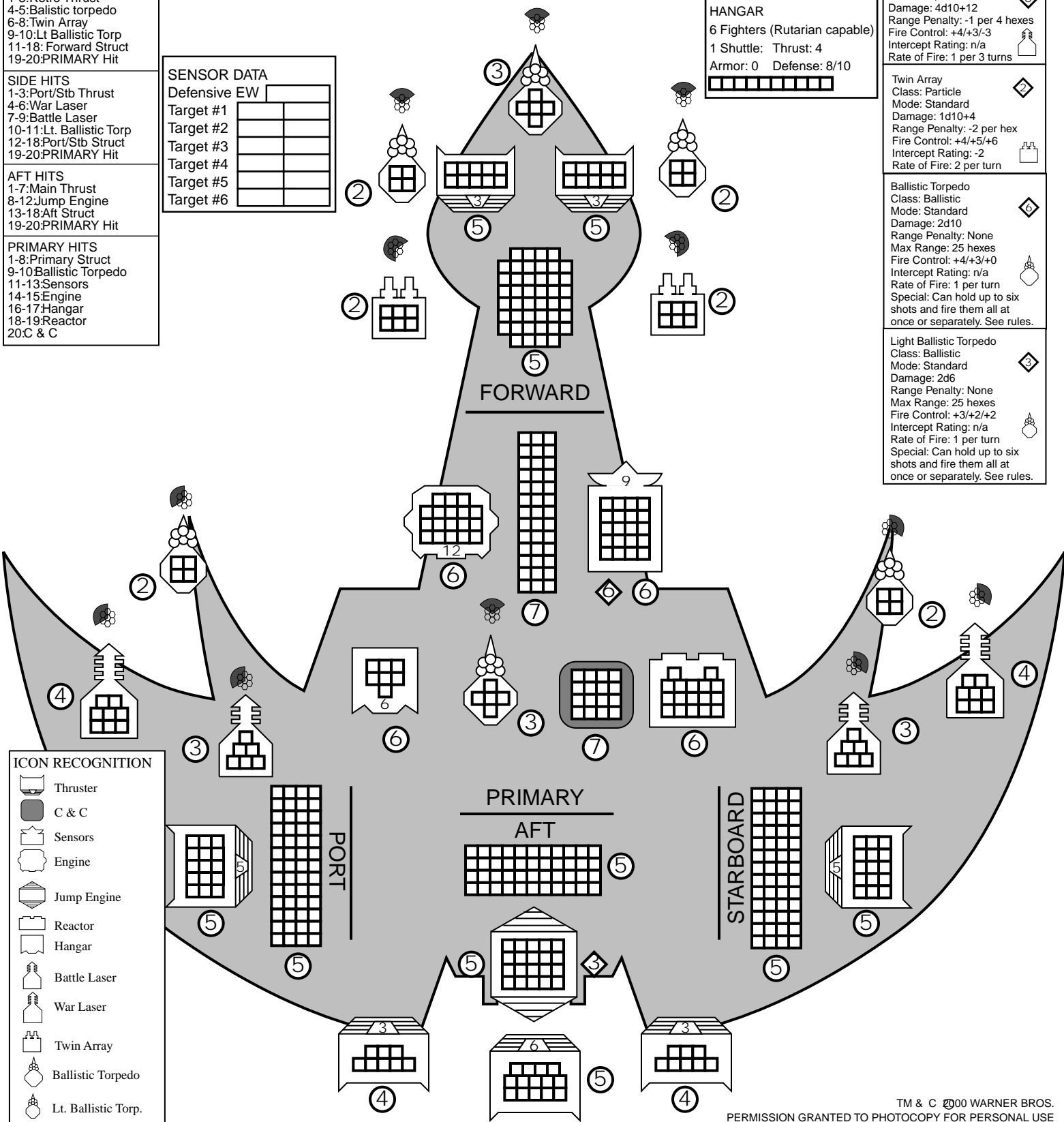
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 15
In Service: 2263	Turn Delay: 1/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 230	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
War Laser Class: Laser Modes: R, P Damage: 5d10+21 Range Penalty: -1 per 5 hexes Fire Control: +5/+4/-4 Intercept Rating: n/a Rate of Fire: 1 per 4 turns	6
Battle Laser Class: Laser Modes: R, P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	6
Twin Array Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +4/+3/+6 Intercept Rating: -2 Rate of Fire: 2 per turn	2
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.	6
Light Ballistic Torpedo Class: Ballistic Mode: Standard Damage: 2d6 Range Penalty: None Max Range: 25 hexes Fire Control: +3/+2/+2 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.	3

FORWARD HITS
1-3: Retro Thrust
4-5: Ballistic torpedo
6-8: Twin Array
9-10: Lt. Ballistic Torp
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-6: War Laser
7-9: Battle Laser
10-11: Lt. Ballistic Torp
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-12: Jump Engine
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-10: Ballistic Torpedo
11-13: Sensors
14-15: 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 Fighters (Rutarian capable)	
1 Shuttle: Thrust: 4	
Armor: 0 Defense: 8/10	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Battle Laser
- War Laser
- Twin Array
- Ballistic Torpedo
- Lt. Ballistic Torp.