



Centauri Crimston Assault Ship

SPECS

Class: Capital Ship

In Service: 2105

Point Value:

Ramming Factor:

Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 4/3 x Speed

Turn Delay: 4/3 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 17

Stb/Port Defense: 16

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

WEAPON DATA

Plasma Accelerator

Class: Plasma

Modes: 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

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 BITS
1-5 Retro Thrust
6-7 Twin Array
8-10 Plasma Accelerator
11-18 Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-4 Port/Stb Thrust
5-6 Twin Array
7-8 Plasma Accelerator
9-12 Port/Stb Hangar
13-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-6 Main Thrust
7-9 Twin Array
10-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY HITS
1-6 Primary Struct
7-8 Cargo
9-10 Sensors
11-13 Engine
14-15 Jump Engine
16-17 Primary Hangar
18-19 Reactor
20 C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

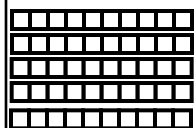
Target #6

MAIN HANGAR

0 Fighters

5 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



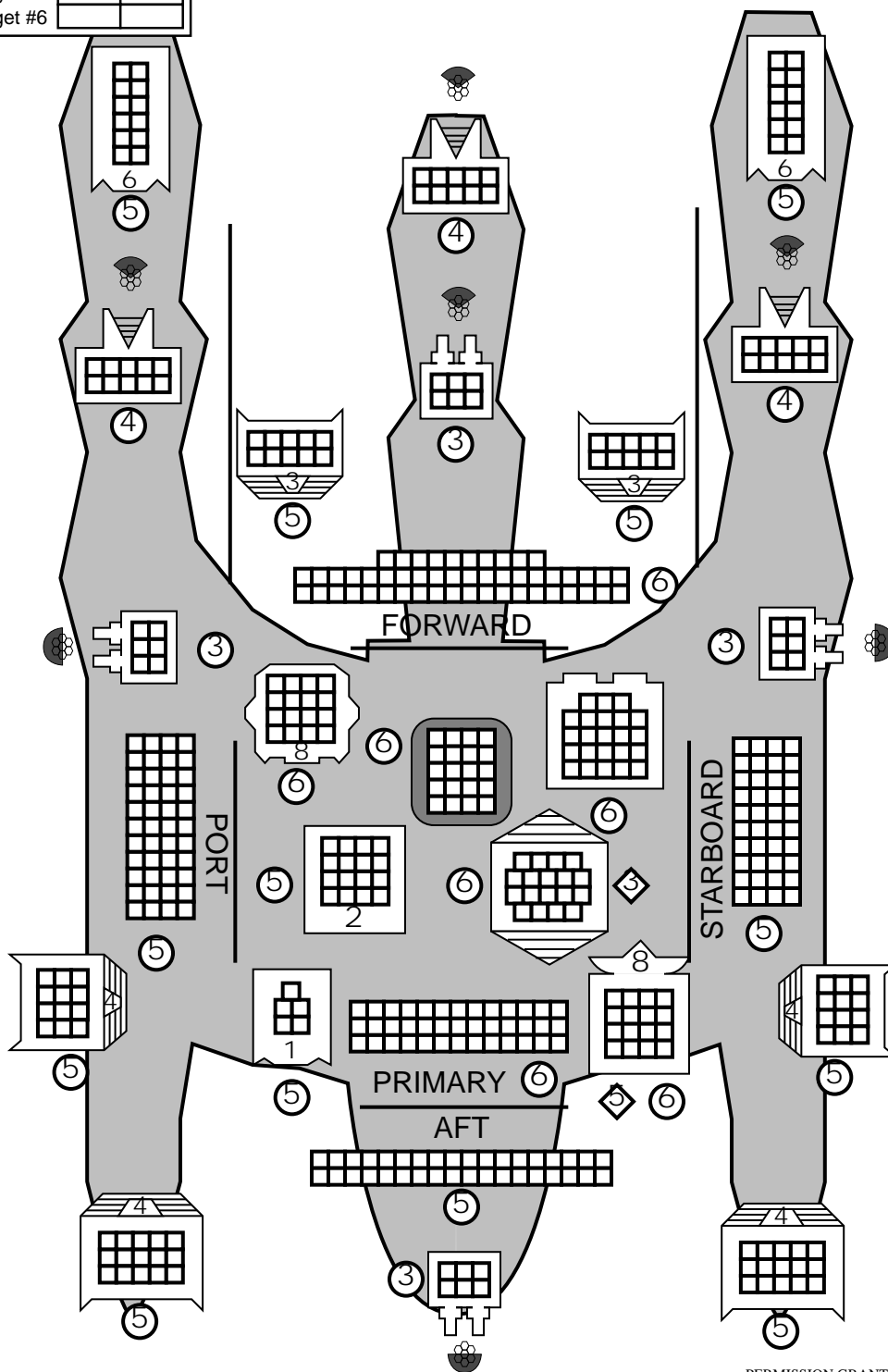
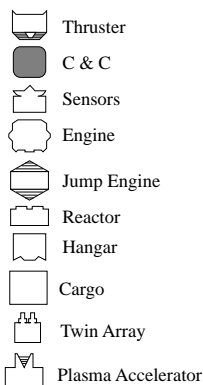
SIDE HANGARS

0 Fighters Each

12 Assault Shuttles

0 Shuttles

ICON RECOGNITION



LARISI ASSAULT

SHUTTLES

Cost: 30 Defense: 8/8

Thrust: 8 Offense: +3

Armor: 1 Initiative: +9

1 Light Particle Gun

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d6+2

Firing Arc:

