



# Centauri Liat Advanced Cruiser

## SPECS

Class: Capital Ship  
In Service: 2270  
Point Value: 755  
Ramming Factor: 250  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Def: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +2

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	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Pursuit Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Ranged Plasma Accelerator

Class: Plasma  
Modes: Standard  
Damage: 3d10+10 (-1 per hex)  
Range Penalty: -1 per 2 hexes  
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+3 -1/hex  
1 per 2 turns: 2d10+6 -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

### Triple Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 3 per turn

### Medium Array

Class: Particle  
Mode: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-5: Ranged Plasma Accel  
6-9: Twin Array  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-6: Pursuit Laser  
7-9: Twin Array  
10-18: 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

1-9: Primary Struct  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

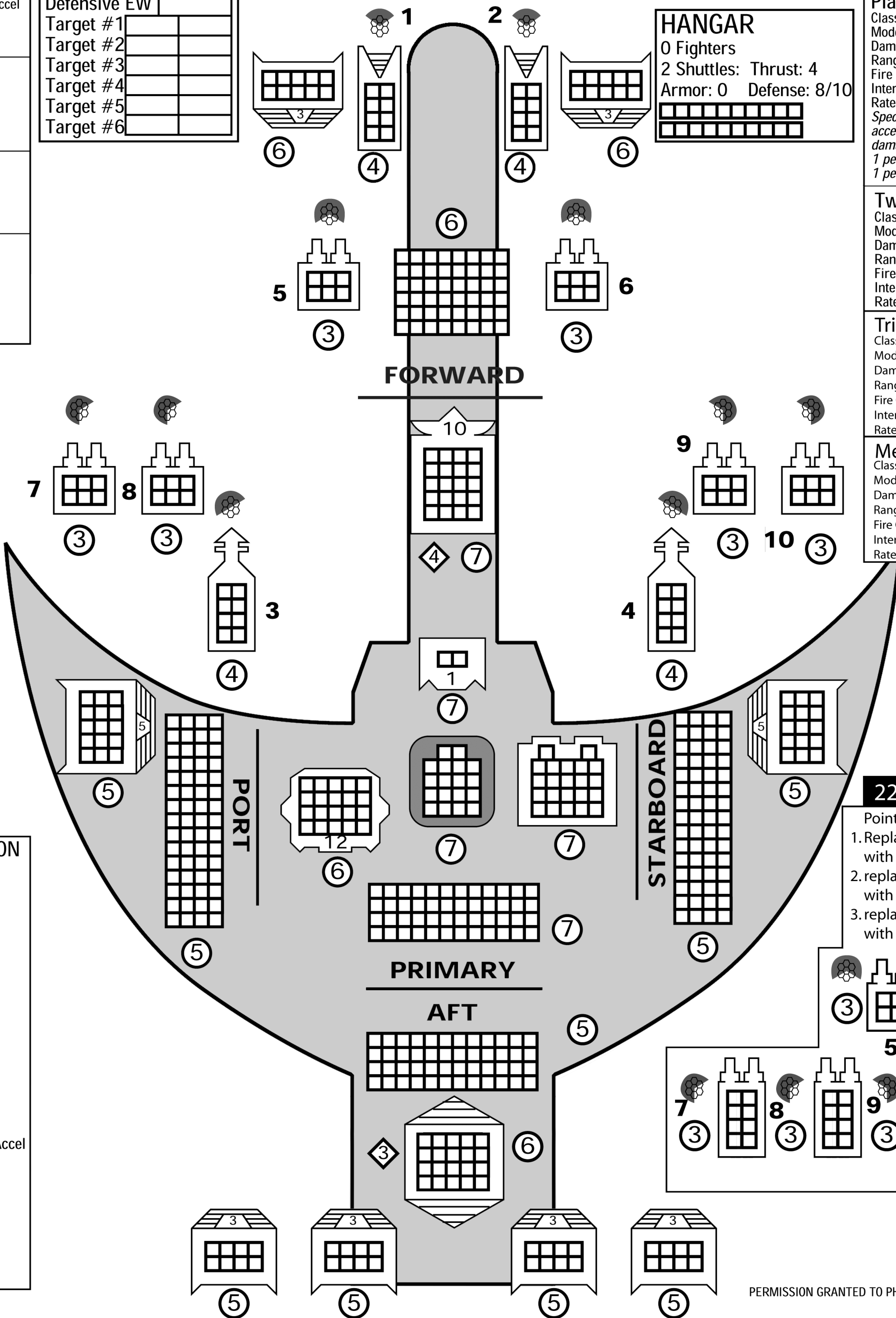
## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pursuit Laser
- Ranged Plasma Accel
- Twin Array
- Medium Array
- Triple Array

## 2276 Refit

Point Value : 850

1. Replace Twin Arrays 5 and 6 with Triple Arrays 5 and 6
2. replace Twin Arrays 7 and 8 with Medium Arrays 7 and 8
3. replace Twin Arrays 9 and 10 with Medium Arrays 9 and 10