



Centauri Reidan Warship

SPECS

Class: Hvy Combat Vsl
In Service: 2170
Point Value:
Ramming Factor: 135
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 4
Initiative Bonus: +8

WEAPON DATA

Plasma Accelerator
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

Ionic Pulse Array
Class: Particle
Mode: Pulse
Damage: 2d10+8 1d3 Times per Barrel
Maximum Pulses: 4/Barrel
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+3
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3: Retro Thrust
4-5: Plasma Accelerator
6-9: Ionic Pulse Array
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Engine
10-18: Aft Struct
18-19: Reactor
20: C & C

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

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Accelerator
- Ionic Pulse Array

