



Centauri Kastrana Support Carrier



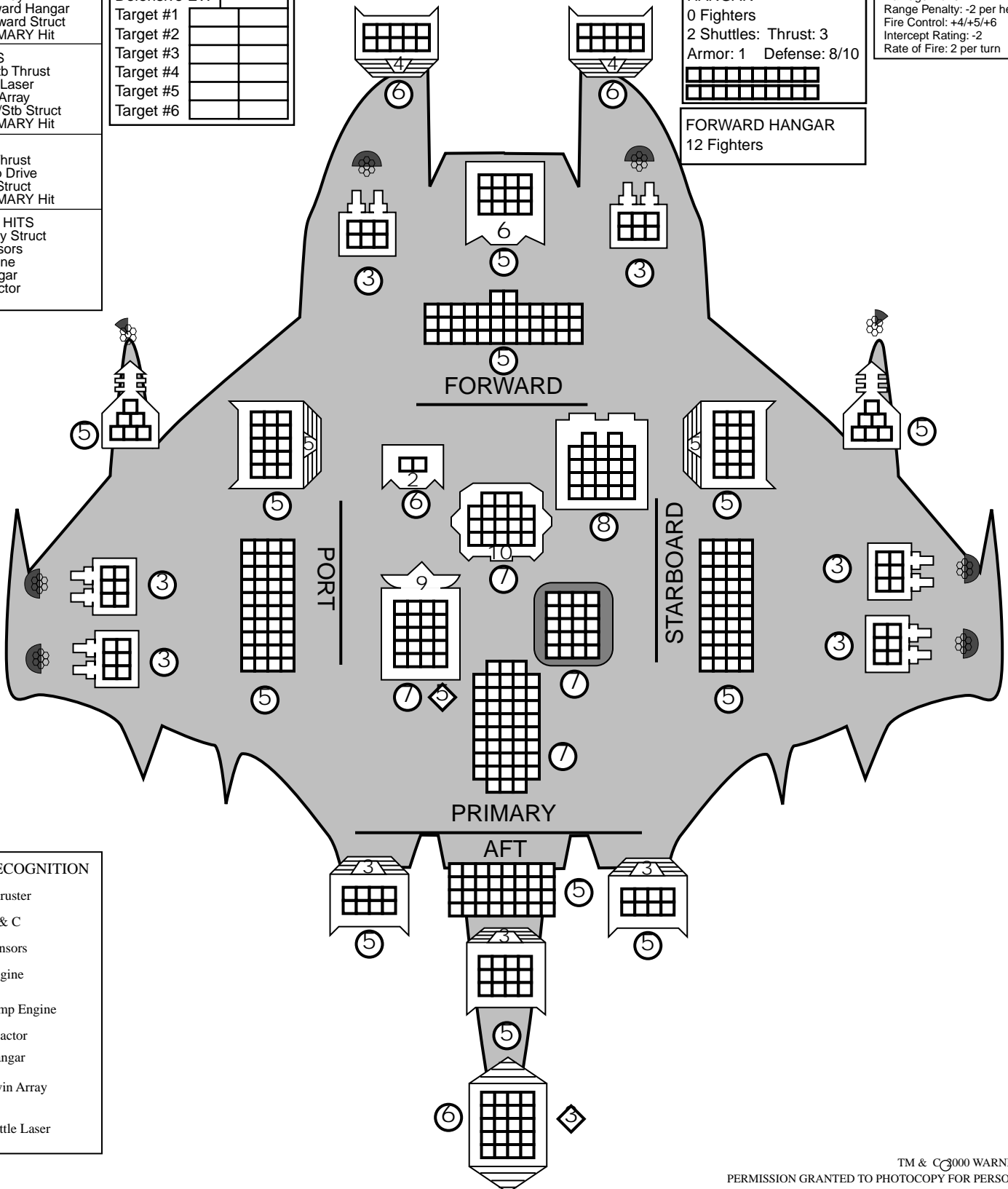
| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 15 |
| In Service: 2164 | Turn Delay: 2/3 Speed | Stb/Port Defense: 15 |
| Point Value: | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 2/1 |
| Ramming Factor: | Pivot Cost: 3+3 Thrust | Extra Power: 0 |
| Jump Delay: 20 Turns | Roll Cost: 3+3 Thrust | Initiative Bonus: +0 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Delay | 1 2 2 3 4 4 5 6 6 7 8 8 | |

| WEAPON DATA |
|-------------------------------|
| 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 |
| 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 HITS |
|------------------------|
| 1-5: Retro Thrust |
| 6-7: Twin Array |
| 8-10: Forward Hangar |
| 11-18: Forward Struct |
| 19-20: PRIMARY Hit |
| SIDE HITS |
| 1-5: Port/Stb Thrust |
| 6-8: Battle Laser |
| 9-10: Twin Array |
| 11-18: Port/Stb Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-7: Main Thrust |
| 8-12: Jump Drive |
| 11-18: 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: 3 |
| Armor: 1 Defense: 8/10 |
| FORWARD HANGAR |
| 12 Fighters |



| ICON RECOGNITION |
|------------------|
| Thruster |
| C & C |
| Sensors |
| Engine |
| Jump Engine |
| Reactor |
| Hangar |
| Twin Array |
| Battle Laser |