

Centauri Primus Mk. I Battlecruiser

SPECS

Class: Capital Ship
In Service: 2020
Point Value: 625
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

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

FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Light Particle Beam
- 8-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-7: Assault Laser
- 8-11: Light Particle Beam
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-12: Jump Drive
- 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

SPECIAL NOTES

Unreliable (After 2205)
Vulnerable to Criticals

SENSOR DATA

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

