



## Centauri Emperor's Driver Transport



### SPECS

Class: Capital Ship  
In Service: 2202  
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: -1  
Initiative Bonus: +0

### WEAPON DATA

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

Mass Driver  
Class: Matter  
Modes: Standard  
Damage: 8d10+60  
Range Penalty: -1 per 6 hexes  
Fire Control: +0/-/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Targets Enormous Units, Planets, or Bases only and only damages structure

**FORWARD HITS**  
1-3:Retro Thrust  
4-7:Twin Array  
8-11:Mass Driver  
12-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-4:Port/Stb Thrust  
5-8:Twin Array  
9-18: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

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### HANGAR

12 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10

1 Yacht: Thrust: 6

Armor: 2 Defense: 10/12

One Light Particle Gun

(As Senti) Offense: +2

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Mass Driver

