







Centauri Dominus Derednought



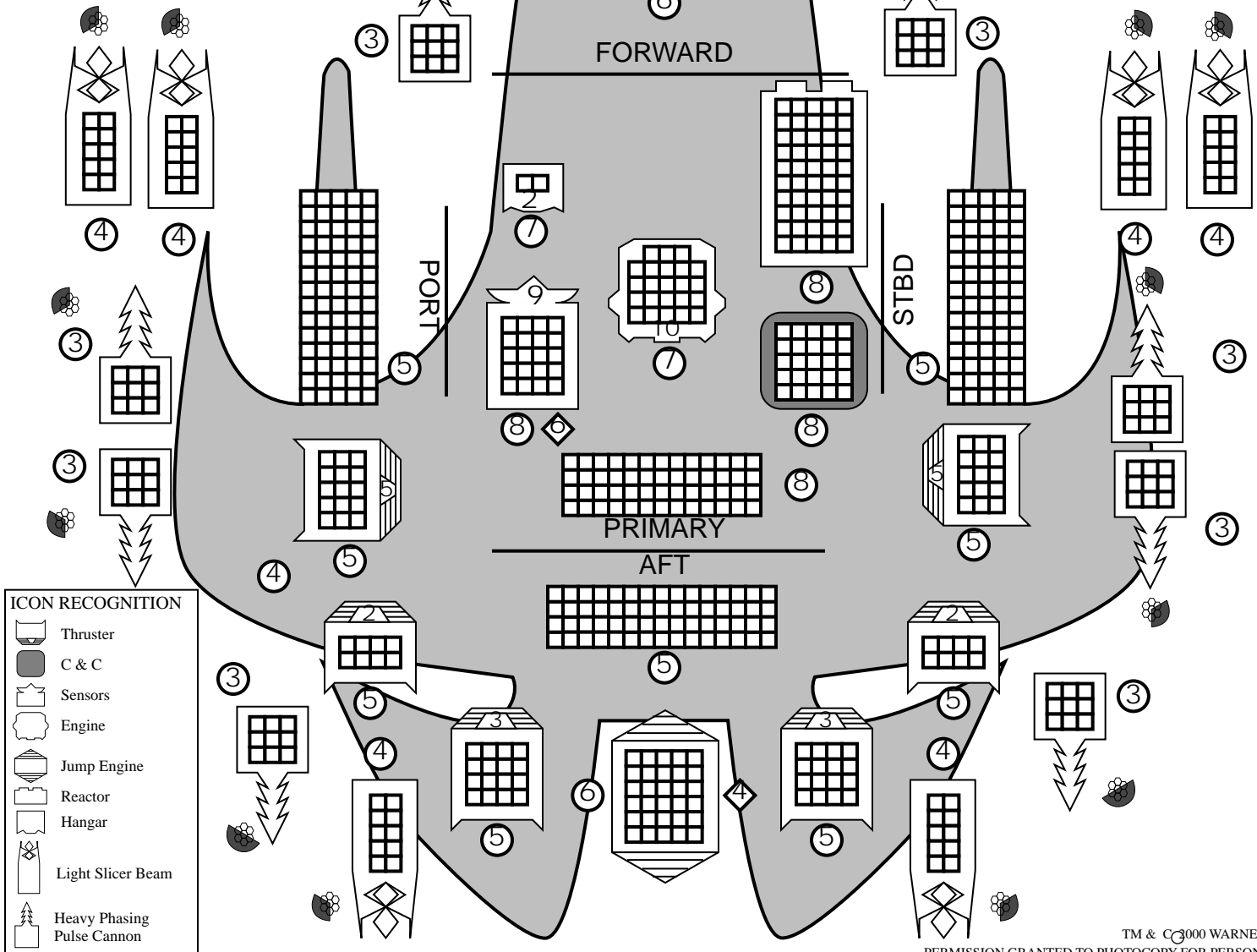
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2262	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 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 3 4 5 6 7 8 9 10 11 12	










WEAPON DATA	
Heavy Phasing	
Pulse Cannon	
Class: Molecular	
Mode: Pulse	
Damage: 18 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 3	
Range Penalty: -1 per 2 hexes	
Fire Control: +6/+4/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 3 turns	
Light Molecular	
Slicer Beam	
Class: Molecular	
Mode: Raking	
Dmg, 1 Turn: 4d10+4	
Dmg, 2 Turns: 6d10+6	
Dmg, 3 Turns: 8d10+8	
Range Penalty: -1 per 3 hexes	
Fire Control: +6/+4/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
<i>Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.</i>	

FORWARD HITS
1-3:Retro Thrust
4-5:Lt Mol Slicer
6-9:Hvy Phas Pulse
10-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-3:Port/Stb Thrust
4-6:Lt Mol Slicer
7-9:Hvy Phas Pulse
10-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-4:Main Thrust
5-6:Lt Mol Slicer
7-8:Hvy Phas Pulse
9-10: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

SPECIAL NOTES	
Restricted Deployment (10%)	
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
	Light Slicer Beam
	Heavy Phasing Pulse Cannon