



This was taken at the Decommissioning of Babylon 5, when the delegates were scrambling to get out of the way of the Quack class ship that the Centauri sent to represent them, before it could accidentally ram anyone.

## Centauri Quack Class Party Cruiser



SPECS	MANEUVERING												COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed												Fwd/Aft Defense: 16
In Service: Happy Hour	Turn Delay: 3/2 Speed												Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust												Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 3+3 Thrust												Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust												Initiative Bonus: -10
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	3	4	6	7	9	10	12	13	15	16	18	
Turn Delay	1	3	4	6	7	9	10	12	13	15	16	18	

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	
Heavy Array	
Class: Particle	
Mode: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Ballistic Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 2d10	
Range Penalty: None	
Max Range: 25 hexes	
Fire Control: +4/+3/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Special: Can hold up to six shots and fire them all at once or separately. See rules.	

FORWARD HITS
1-4: Retro Thrust
5-6: Battle Laser
7-9: Ballistic Torpedo
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Battle Laser
8-9: Twin Array
10-11: Heavy Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Hangar
10-11: Twin Array
12-13: Heavy Array
14-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10: Sensors
11-12: Bar
13-15: Engine
16-17: Jump Drive
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	
2 Shuttles: Thrust: 3	
Armor: 1	Defense: 8/10

