

## Centauri Decurion Assault Driver Cruiser

### SPECS

Class: Capital Ship  
In Service: 2213  
Point Value: 775  
Ramming Factor: 250  
Jump Delay: 16 Turns

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Def: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: -9  
Initiative Bonus: +2

### 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

Guardian Array  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: -/-/+8  
Range Penalty: -3 per hex

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**  
1-3:Port/Stb Thrust  
4-6:Guardian Array  
7-9:Side Hangar  
10-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-7:Main Thrust  
8-12:Jump Engine  
13-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-9:Primary Struct  
10-12:Sensors  
13-15:Engine  
16-17:Primary Hangar  
18-19:Reactor  
20:C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### MAIN HANGAR

0 Fighters  
2 Breaching Pods  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10

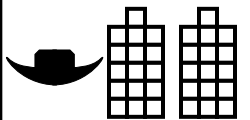
### SIDE HANGARS

0 Fighters  
12 Assault Shuttles Each

### CENTAURI

#### BREACHING POD

Cost: 40 Defense: 9/8  
Thrust: 9 Offense: 0  
Armor: 2 Initiative: +9  
No Weapons



### LARISI ASSAULT SHUTTLES

Cost: 30 Defense: 8/8  
Thrust: 8 Offense: +3  
Armor: 1 Initiative: +9  
1 Light Particle Gun  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+2  
Firing Arc:



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Battle Laser
- Guardian Array
- Twin Array
- Mass Driver

