

Centauri Couro Prido Light Cruiser

SPECS

Class: Capital Ship
In Service: 2185
Point Value:
Ramming Factor:
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 4
Initiative Bonus: +0

WEAPON DATA

Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

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

FORWARD BITS
1-4 Retro Thrust
5-9 Plasma Accelerator
10-18 Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-5 Port/Stb Thrust
6-10 Twin Array
11-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-5 Main Thrust
6-9 Jump Drive
10-18 Aft Struct
19-20 PRIMARY Hit

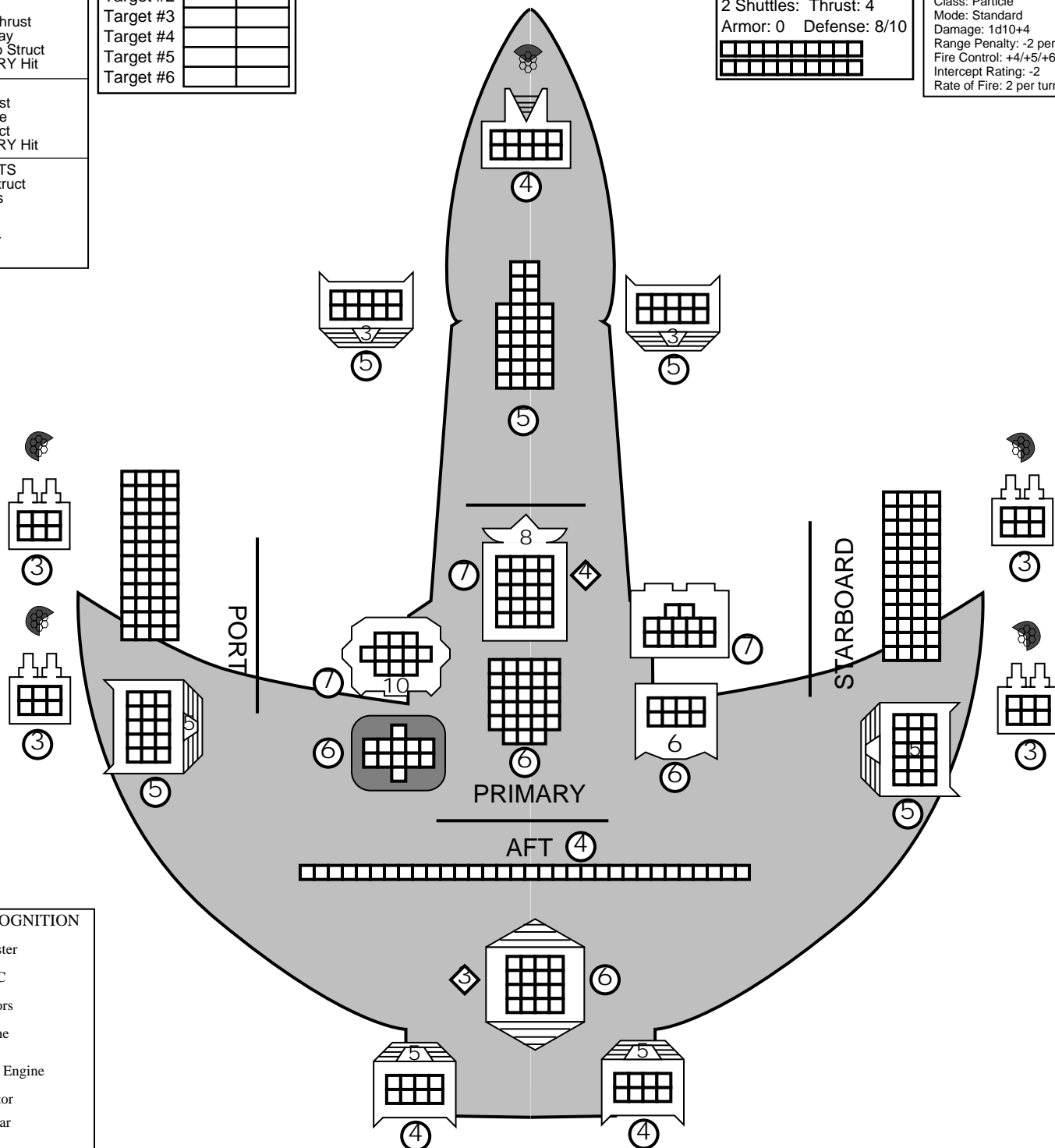
PRIMARY HITS
1-9 Primary Struct
10-12 Sensors
13-15 Engine
16-17 Hangar
18-19 Reactor
20: C & C

SENSOR DATA

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Accelerator
- Twin Array