





Centauri Corvax Commerce Raider Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 14
In Service: 2223	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +3
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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	

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	

Plasma Accelerator	
Class: Plasma	
Mode: 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	

FORWARD HITS
1-3:Retro Thrust
4-5:Plasma Accelerator
6-9:Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-5:Port/Stb Thrust
6-9:Battle Laser
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-4:Main Thrust
5-8:Twin Array
9-11:Jump Engine
12-18:Aft Struct
19-20:PRIMARY Hit

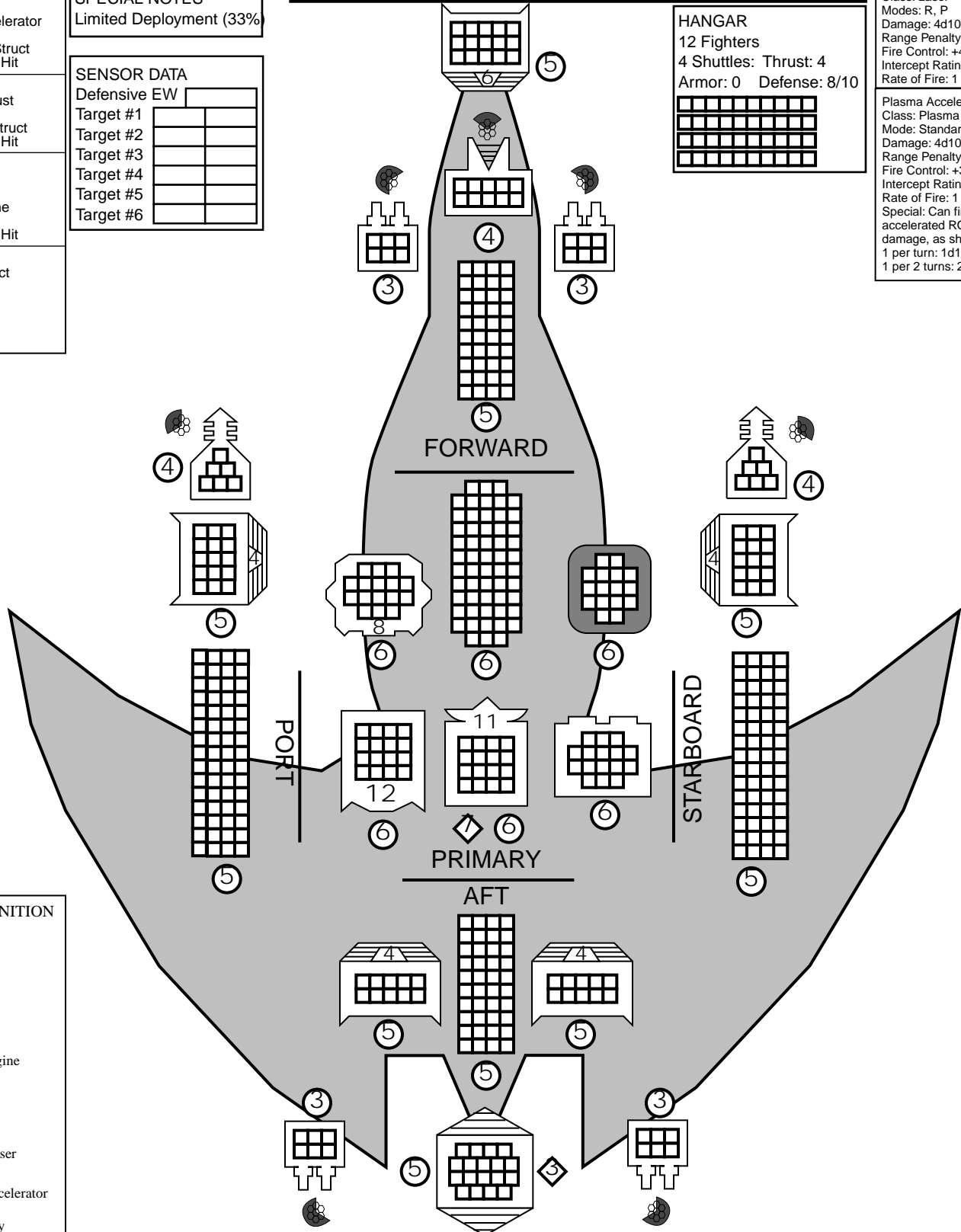
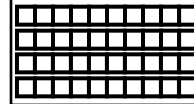
PRIMARY HITS
1-8:Primary Struct
9-12:Sensors
13-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Limited Deployment (33%)

SENSOR DATA

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

HANGAR
12 Fighters
4 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

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