



## Centauri Romani Class Cruiser



SPECS		MANEUVERING				COMBAT STATS						
Class: Capital Ship		Turn Cost: 1/2 Speed				Fwd/Aft Def: 13						
In Service: 2257		Turn Delay: 1/2 Speed				Stb/Port Defense: 15						
Point Value:		Accel/Decel Cost: 3 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: +0						
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	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

**HANGAR**  
6 Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 8/10

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

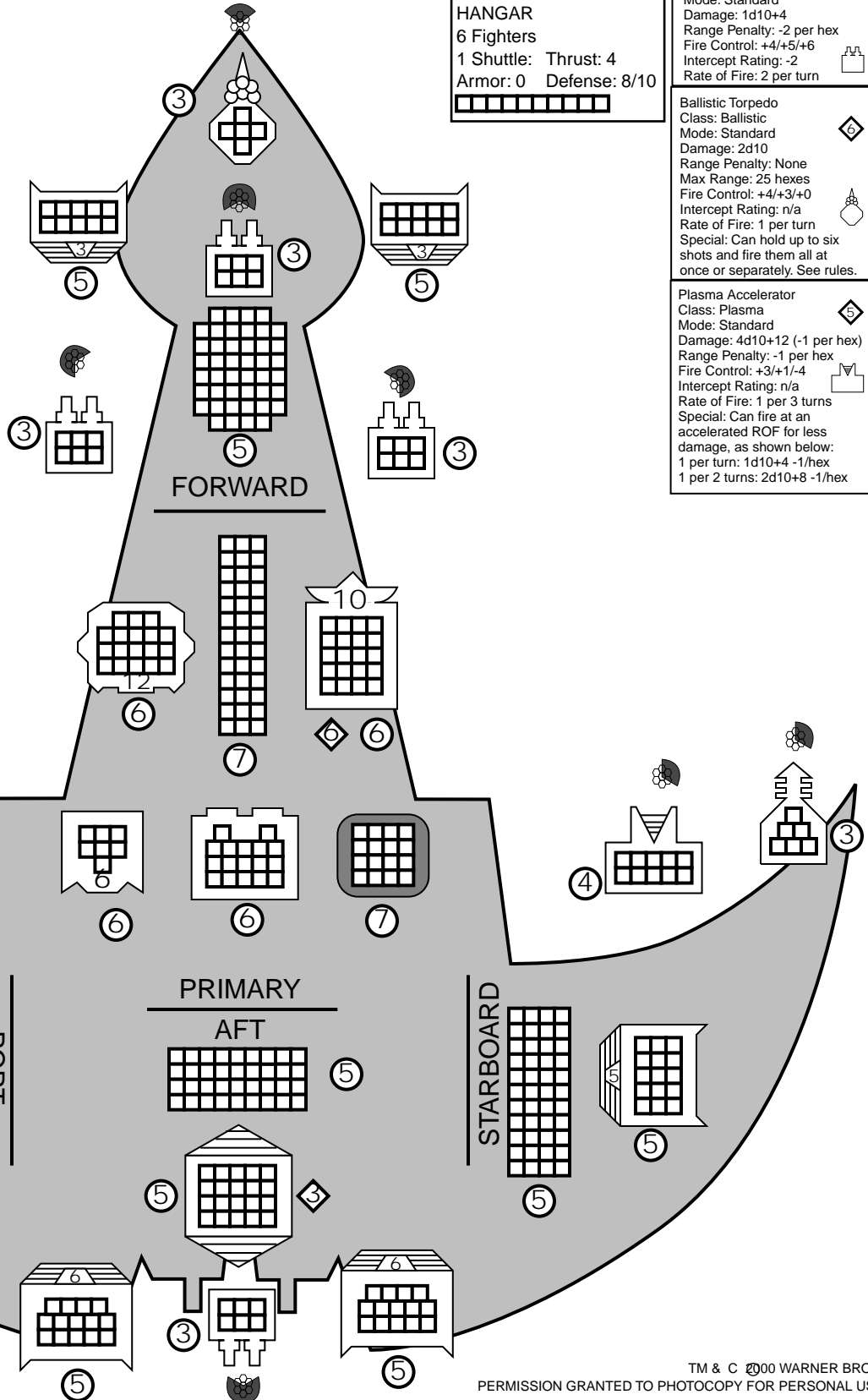
Twin Array Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +4/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn
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Ballistic Torpedo Class: Ballistic Mode: Standard Damage: 2d10 Range Penalty: None Max Range: 25 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.
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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
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FORWARD HITS
1-3: Retro Thrust
4-5: Ballistic torpedo
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-6: Battle Laser
7-9: Plasma Accelerator
10-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Twin Array
10-12: Jump Engine
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11-13: Sensors
14-15: 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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Battle Laser
Plasma Accelerator
Twin Array
Ballistic Torpedo