

Centauri Devrias Light Cruiser

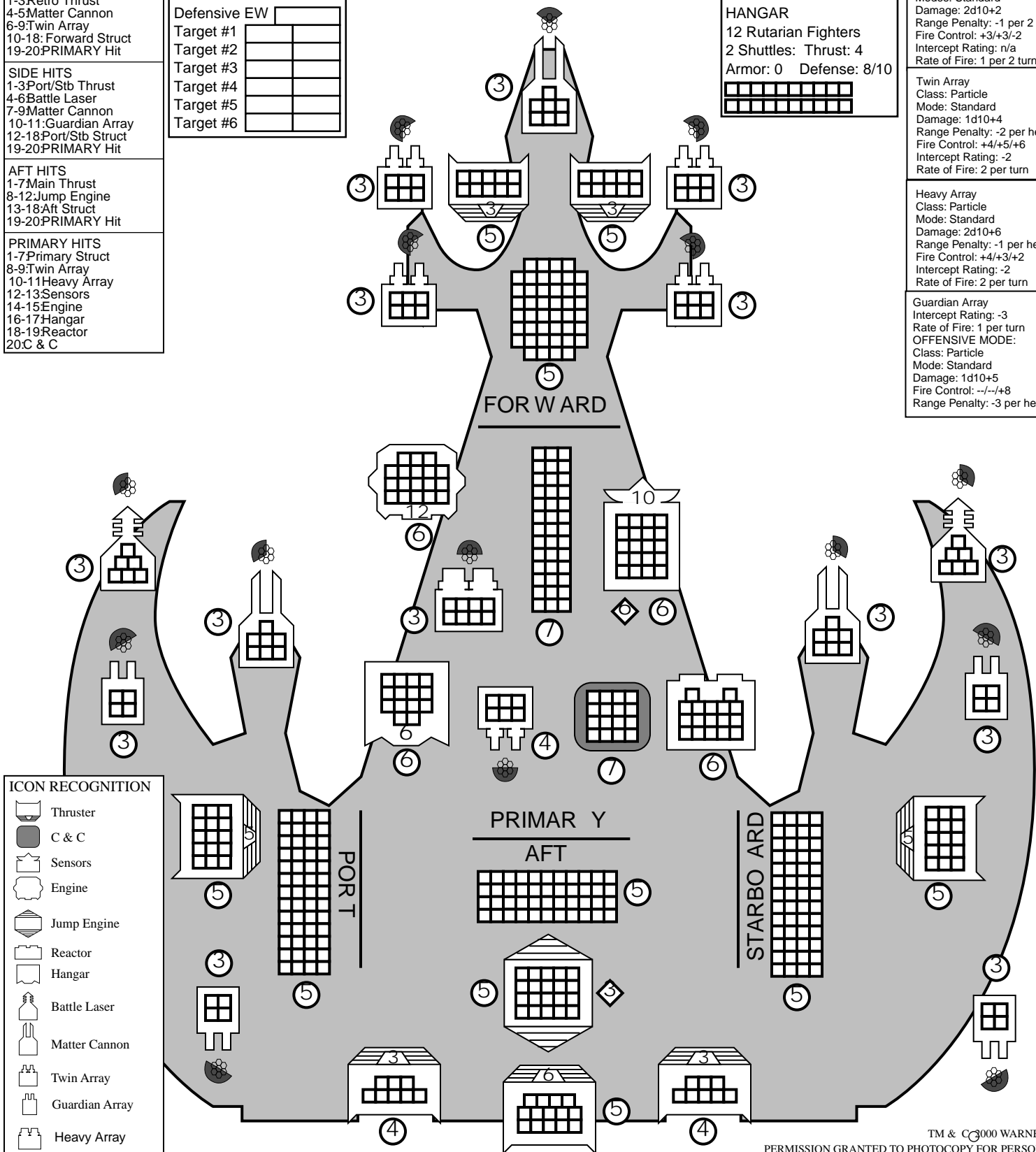
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 15
In Service: 2256	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 230	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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	
Matter Cannon	
Class: Matter	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Twin Array	
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+3/+2	
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	
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	

FORWARBITS
1-3Retro Thrust
4-5Matter Cannon
6-9Twin Array
10-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-6Battle Laser
7-9Matter Cannon
10-11: Guardian Array
12-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-7Main Thrust
8-12Jump Engine
13-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-7Primary Struct
8-9Twin Array
10-11Heavy Array
12-13Sensors
14-15Engine
16-17Hangar
18-19Reactor
20C & C

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Battle Laser
	Matter Cannon
	Twin Array
	Guardian Array
	Heavy Array