



## Centauri Diabla Class War Cruiser



SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 1/2 Speed					Fwd/Aft Def: 15				
In Service: 2258					Turn Delay: 1/3 Speed					Stb/Port Defense: 16				
Point Value: 950					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	1	2	2	3	3	4	4	5	5	6	6		
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4		

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	

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	

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.	

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

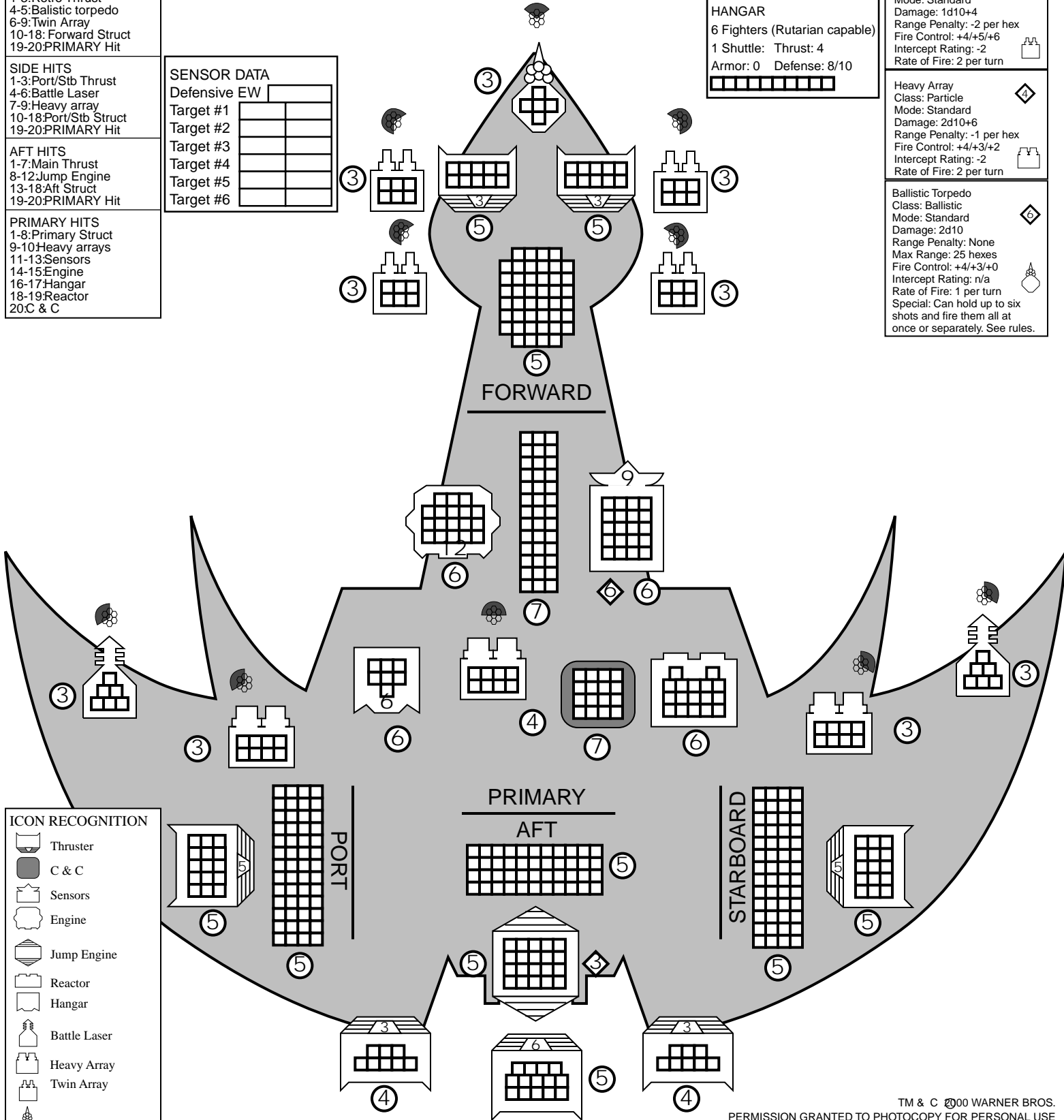
SIDE HITS
1-3: Port/Stb Thrust
4-6: Battle Laser
7-9: Heavy array
10-18: Port/Stb Struct
19-20: PRIMARY Hit

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

PRIMARY HITS
1-8: Primary Struct
9-10: Heavy arrays
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	

HANGAR	
6 Fighters (Rutarian capable)	
1 Shuttle: Thrust: 4	
Armor: 0 Defense: 8/10	



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