



Centauri Spor Gladiatori Heavy Cruiser



| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 2/3 Speed | Fwd/Aft Defense: 15 |
| In Service: 2260 | Turn Delay: 2/3 Speed | Stb/Port Defense: 16 |
| Point Value: | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 2/1 |
| 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 2 2 3 4 4 5 6 6 7 8 8 | |
| Turn Delay | 1 2 2 3 4 5 6 6 7 8 8 | |

| WEAPON DATA | |
|---------------------------|---|
| Heavy Array | 4 |
| 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 | |
| Twin Array | 2 |
| 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 Particle Beam | 2 |
| Class: Matter | |
| Modes: Standard | |
| Damage: 2d10+6 | |
| Range Penalty: -1 per hex | |
| Fire Control: +4/+3/+2 | |
| Intercept Rating: -2 | |
| Rate of Fire: 1 per turn | |

FORWARD HITS
 1-3: Retro Thrust
 4-5: Hvy Particle Beam
 6-7: Battle Laser
 8-10: Twin Array
 11-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS
 1-3: Port/Stb Thrust
 4-5: Hvy Particle Beam
 6-10: Twin Array
 11-18: Port/Stb Struct
 19-20: PRIMARY Hit

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

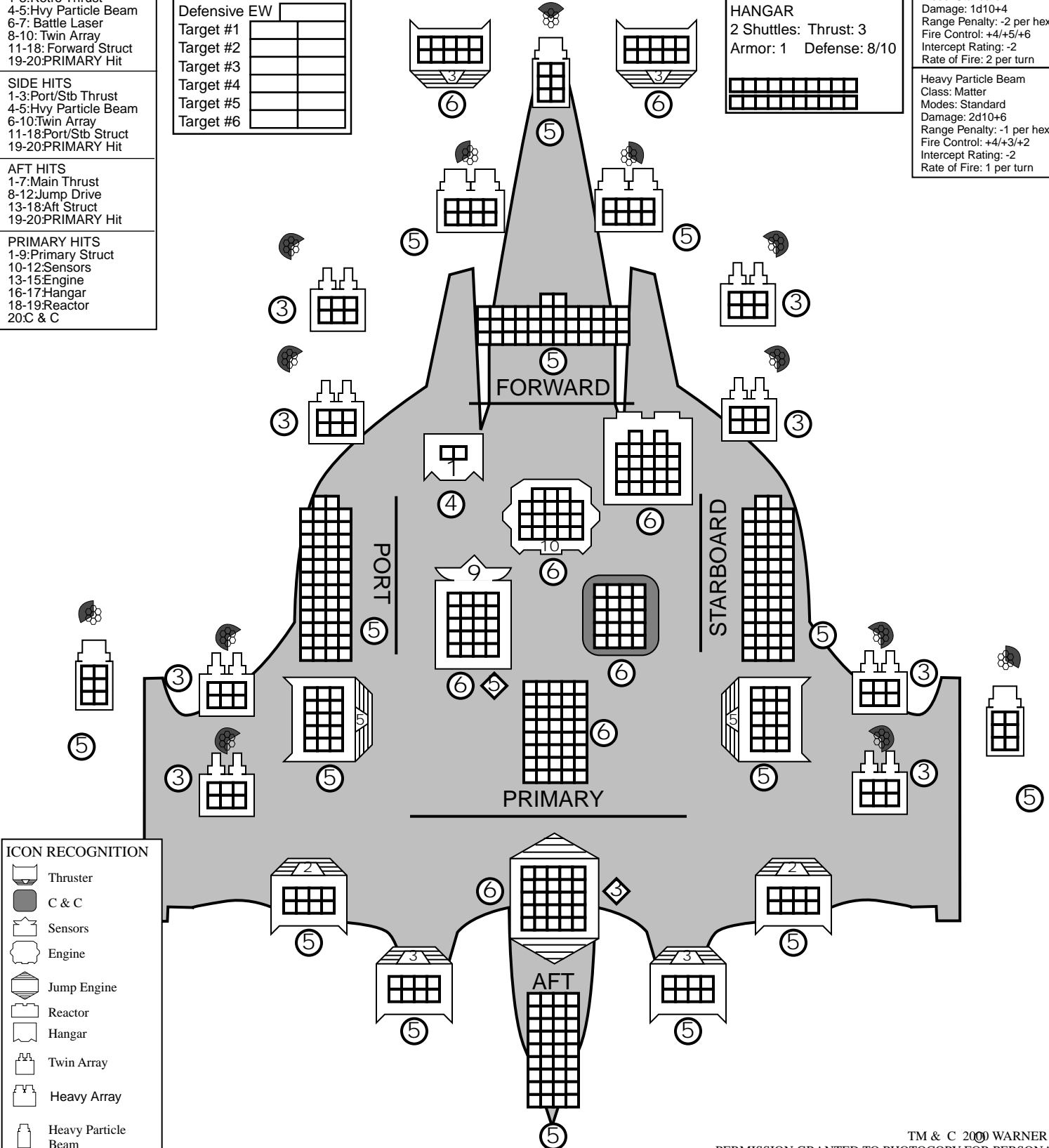
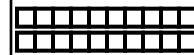
PRIMARY HITS
 1-9: Primary Struct
 10-12: Sensors
 13-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

SENSOR DATA

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

HANGAR

2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Heavy Array
- Heavy Particle Beam