

Centauri Taurus Battle Destroyer



SPECS

Class: Hvy Combat Vls
In Service: 2210
Point Value: 575-590?
Ramming Factor: 200
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +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

FORWARD BITS
1-3 Retro Thrust
4-6 Battle Laser
7-9 Twin Array
10-18 Forward Struct
19-20 PRIMARY Hit

AFT HITS
1-4 Main Thrust
5-7 Twin Array
8-9 Jump Engine
10-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY HITS
1-6 Primary Struct
7-9 Port/Stb Thrust
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

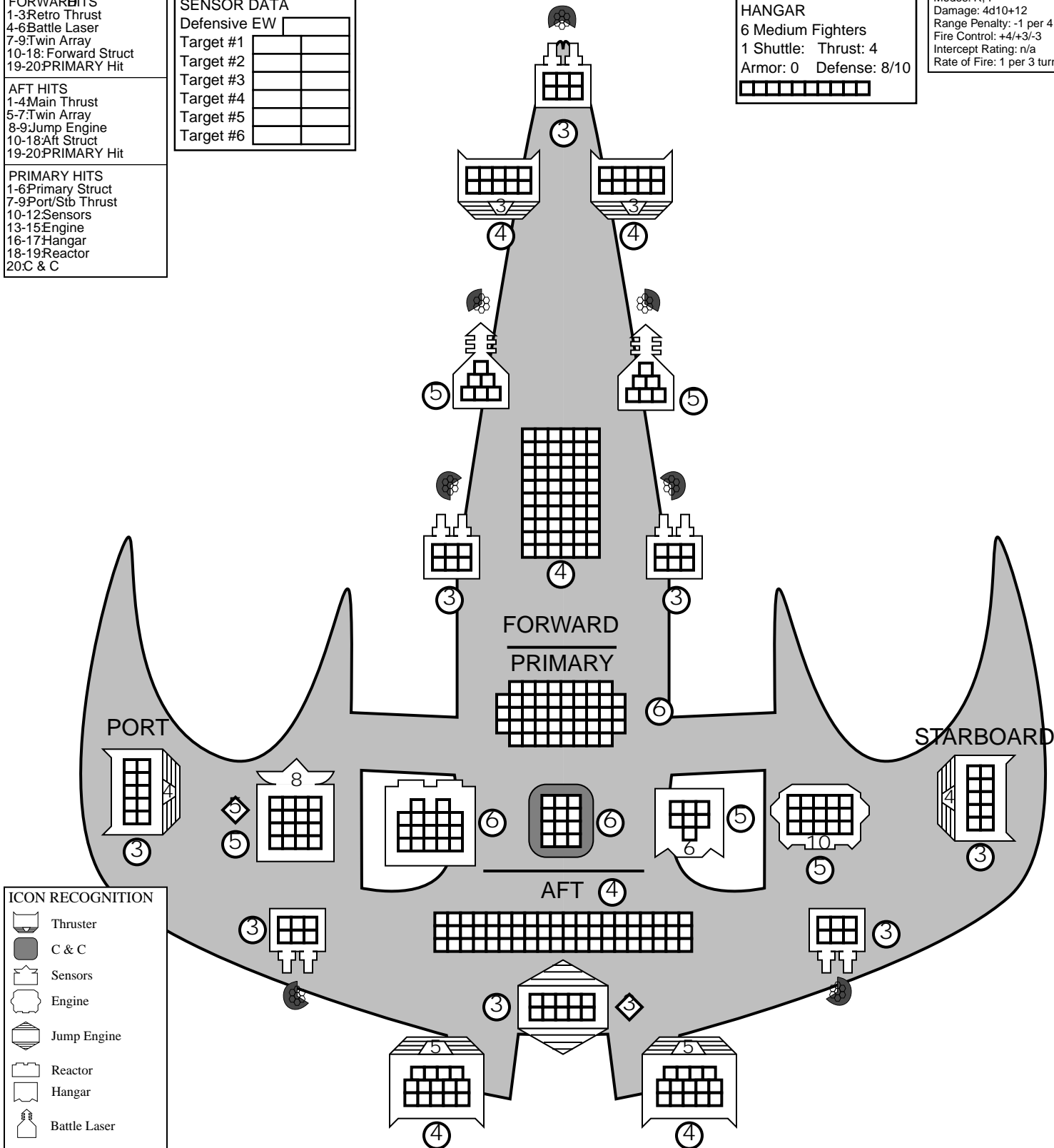
Target #5

Target #6

HANGAR

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

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ICON RECOGNITION

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