

# Centauri Balcrun Strike Destroyer

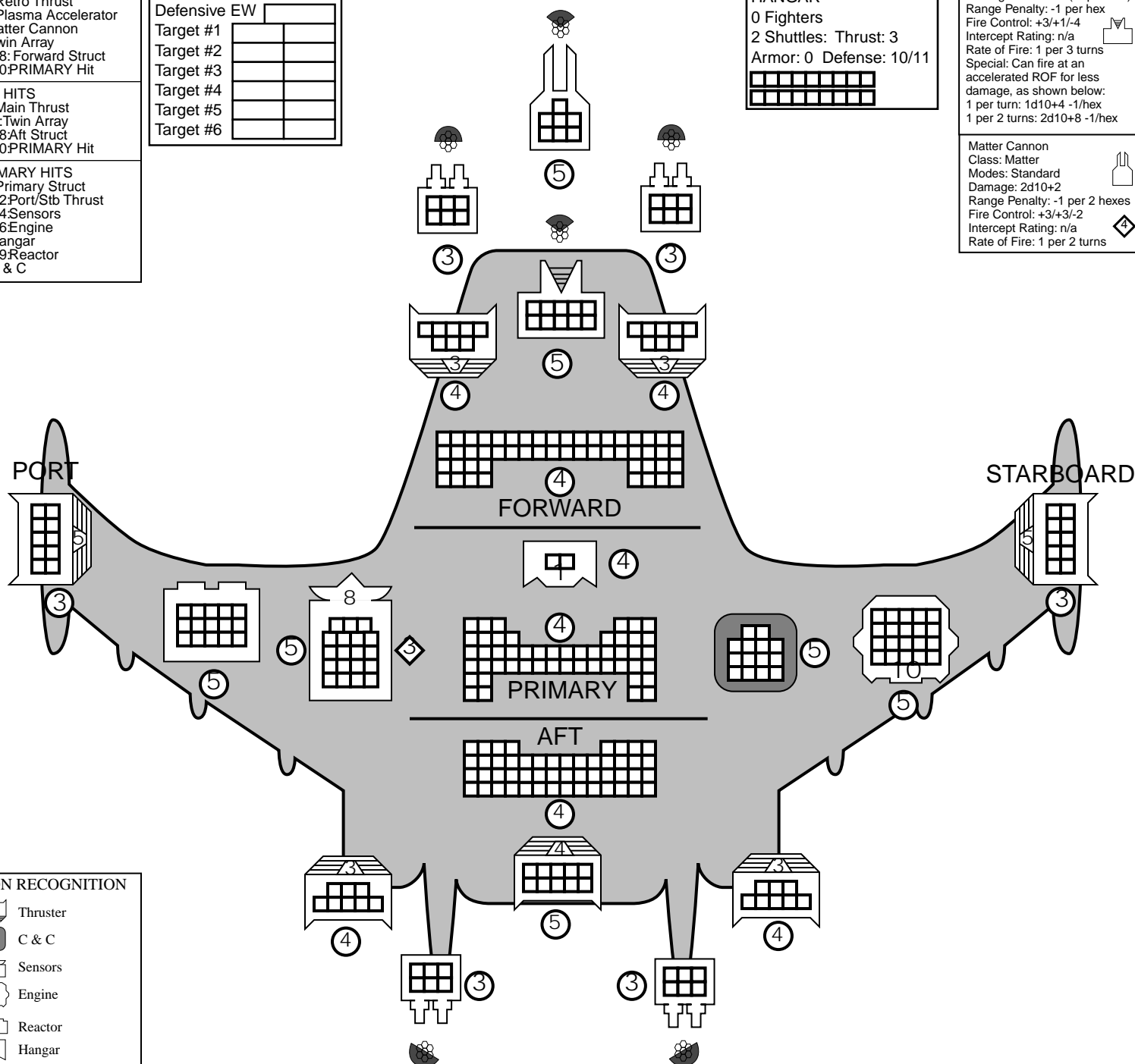
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2120	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +7
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 4 5 6 6 7 8 8	

WEAPON DATA	
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	
Plasma Accelerator	5
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	
Matter Cannon	4
Class: Matter	
Mode: 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	

FORWARD HITS
1-6: Retro Thrust
7-8: Plasma Accelerator
9: Matter Cannon
10: Twin Array
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
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
0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 10/11



ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Matter Cannon
	Plasma Accelerator