

Centauri Balvartor Carrier

SPECS

Class: Capital Ship
In Service: 2224
Point Value:
Ramming Factor: 240
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12



WEAPON DATA

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.

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

FORWARD HITS
1-2:Retro Thrust
3-8:Twin Array
9-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-2:Port/Stb Thrust
3-4:Port/Stb Retro Thrust
5-6:Twin Array
7-8:Ballistic Torpedp
9-11:Port/Stb Hangar
12-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-7:Main Thrust
8-9:Twin Array
10-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-10:Sensors
11-13:Engine
14-15:Jump Engine
16-17:Primary Hangar
18-19:Reactor
20:C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

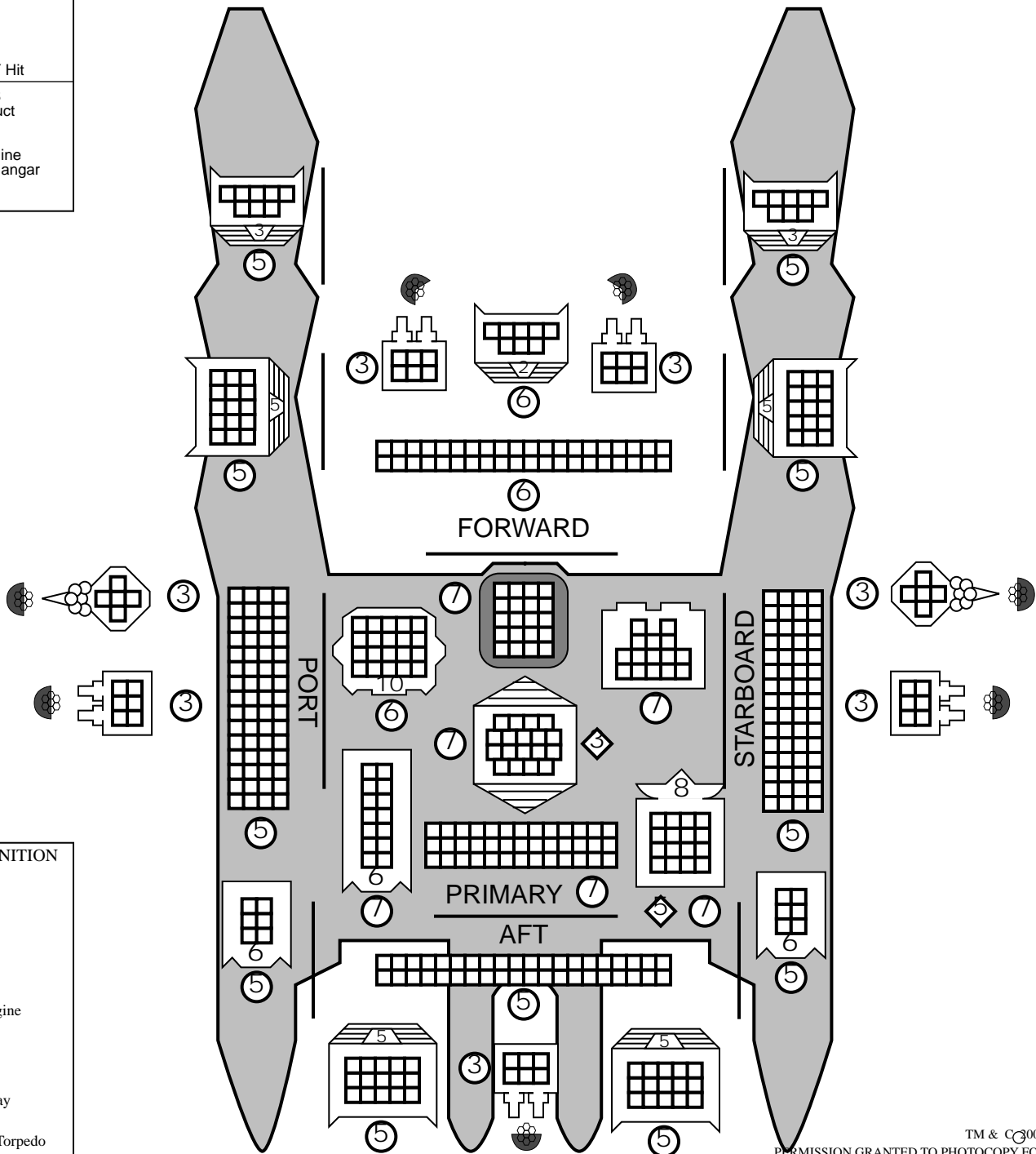
Target #6

SIDE HANGARS

12 Medium Fighters Each
0 Shuttles

MAIN HANGAR

12 Medium Fighters
(Rutarian Capable)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Ballistic Torpedo