

Centauri Courlite Heavy Strike Cruiser

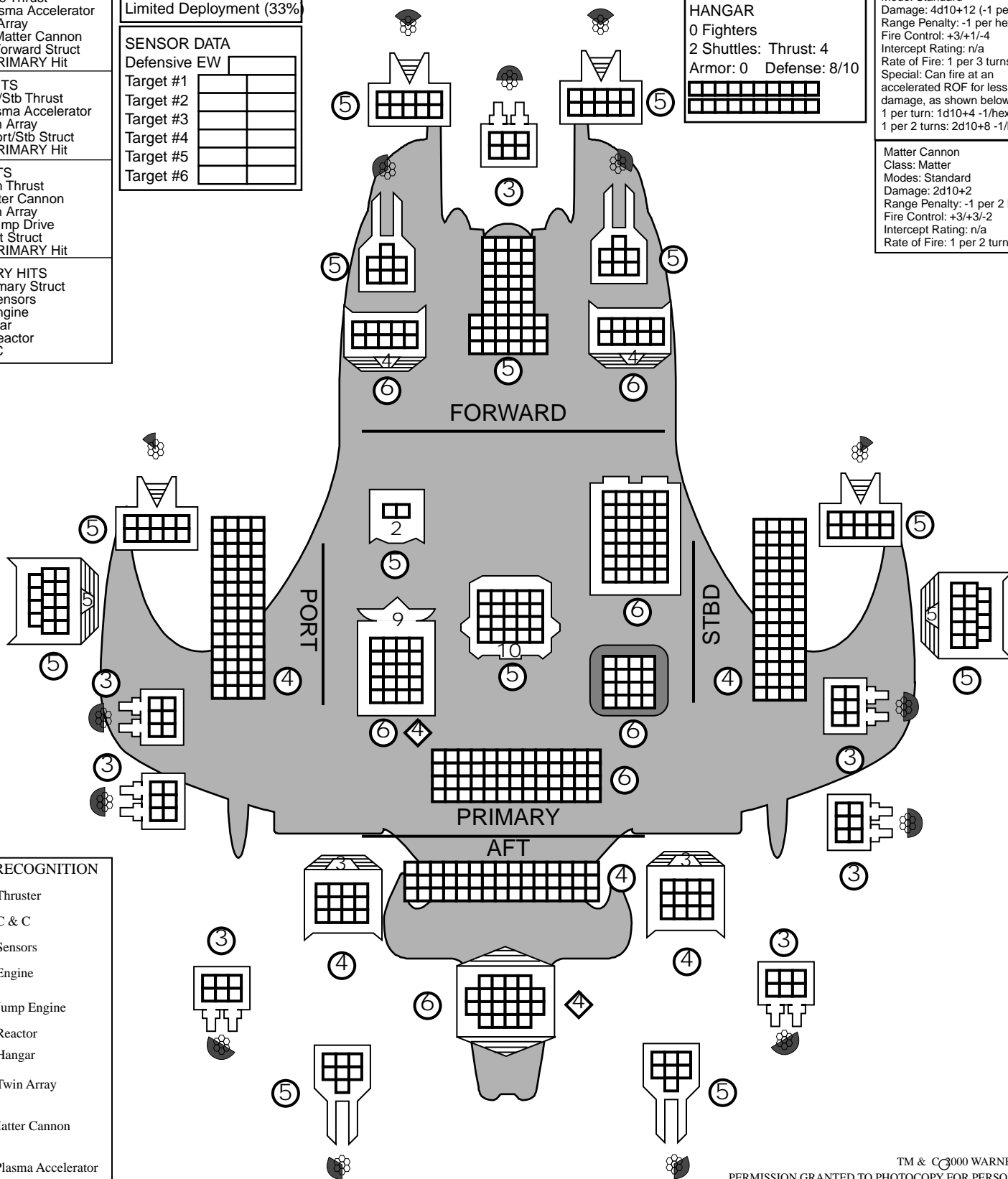
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 16
In Service: 2141	Turn Delay: 1xSpeed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: -5
Jump Delay: 18 Turns	Roll Cost: 3+3 Thrust	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
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
Plasma Accelerator 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 Class: Matter Modes: 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
1-5: Retro Thrust
6-8: Plasma Accelerator
9: Twin Array
10-11: Matter Cannon
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Plasma Accelerator
7-9: Twin Array
10-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-7: Matter Cannon
8-9: Twin Array
10-12: Jump Drive
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



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