



Centauri Diarma Strike Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vls	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2263	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: +8
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

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	
Guardian Array	2
Intercept Rating: -3	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+5	
Fire Control: -/-/+8	
Range Penalty: -3 per hex	

FORWARD BITS
1-3 Retro Thrust
4: Guardian Array
5: Heavy Array
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-5 Main Thrust
6-9: Jump Engine
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7 Primary Struct
8-10: Port/Stb Thrust
11-12: 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 Fighters	
(Rutarian Capable)	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 8/10	

ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Heavy Array
	Guardian Array
	Twin Array

