

Centauri Trinarius War Driver Cruiser



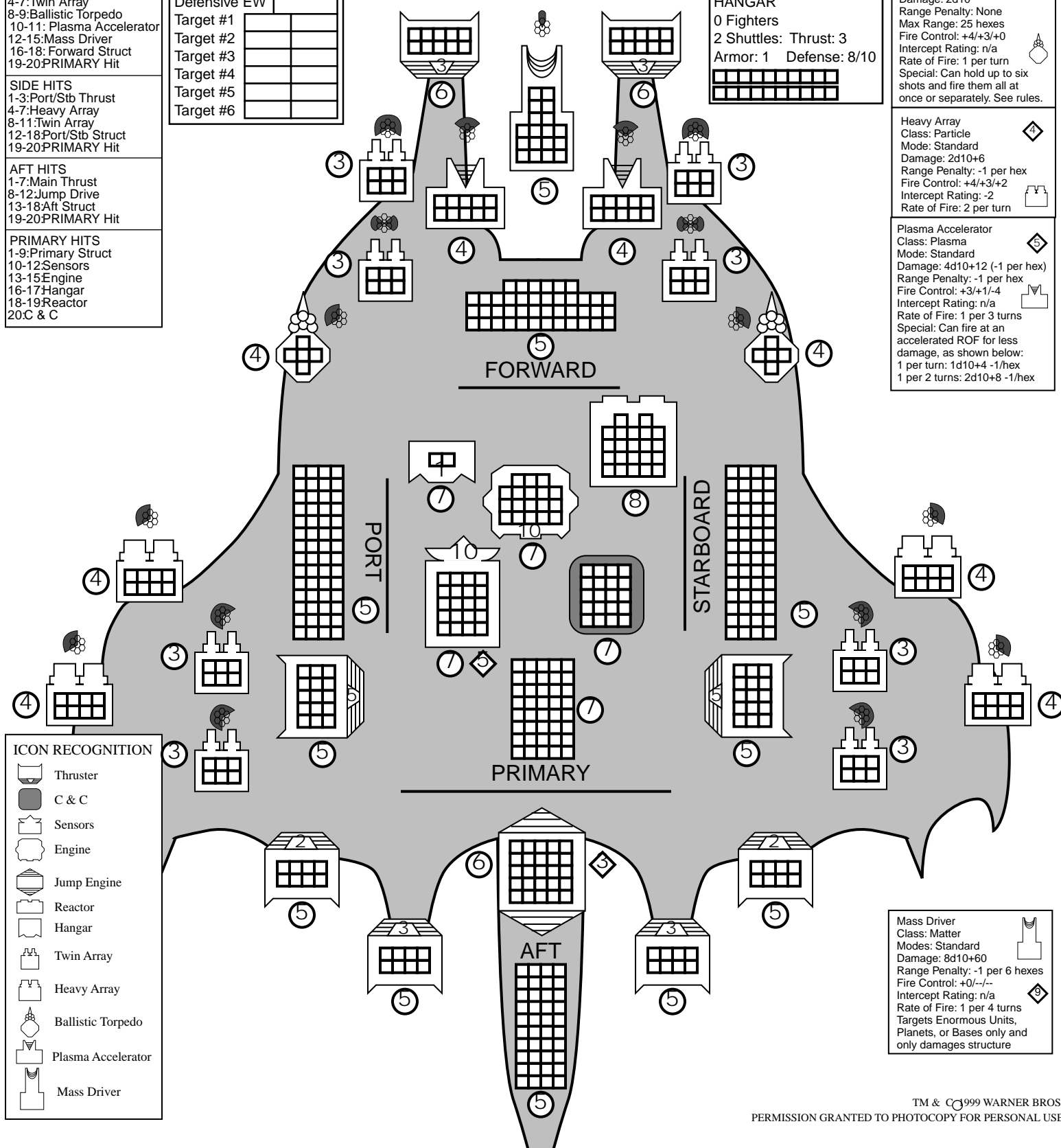
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2257	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: -9
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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 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
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.
Heavy Array 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
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

FORWARD HITS
1-3: Retro Thrust
4-7: Twin Array
8-9: Ballistic Torpedo
10-11: Plasma Accelerator
12-15: Mass Driver
16-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-7: Heavy Array
8-11: Twin Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-12: Jump Drive
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
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
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Heavy Array
	Ballistic Torpedo
	Plasma Accelerator
	Mass Driver

Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +0/-/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Targets Enormous Units, Planets, or Bases only and only damages structure