

Centauri Furian Heavy Battlecruiser

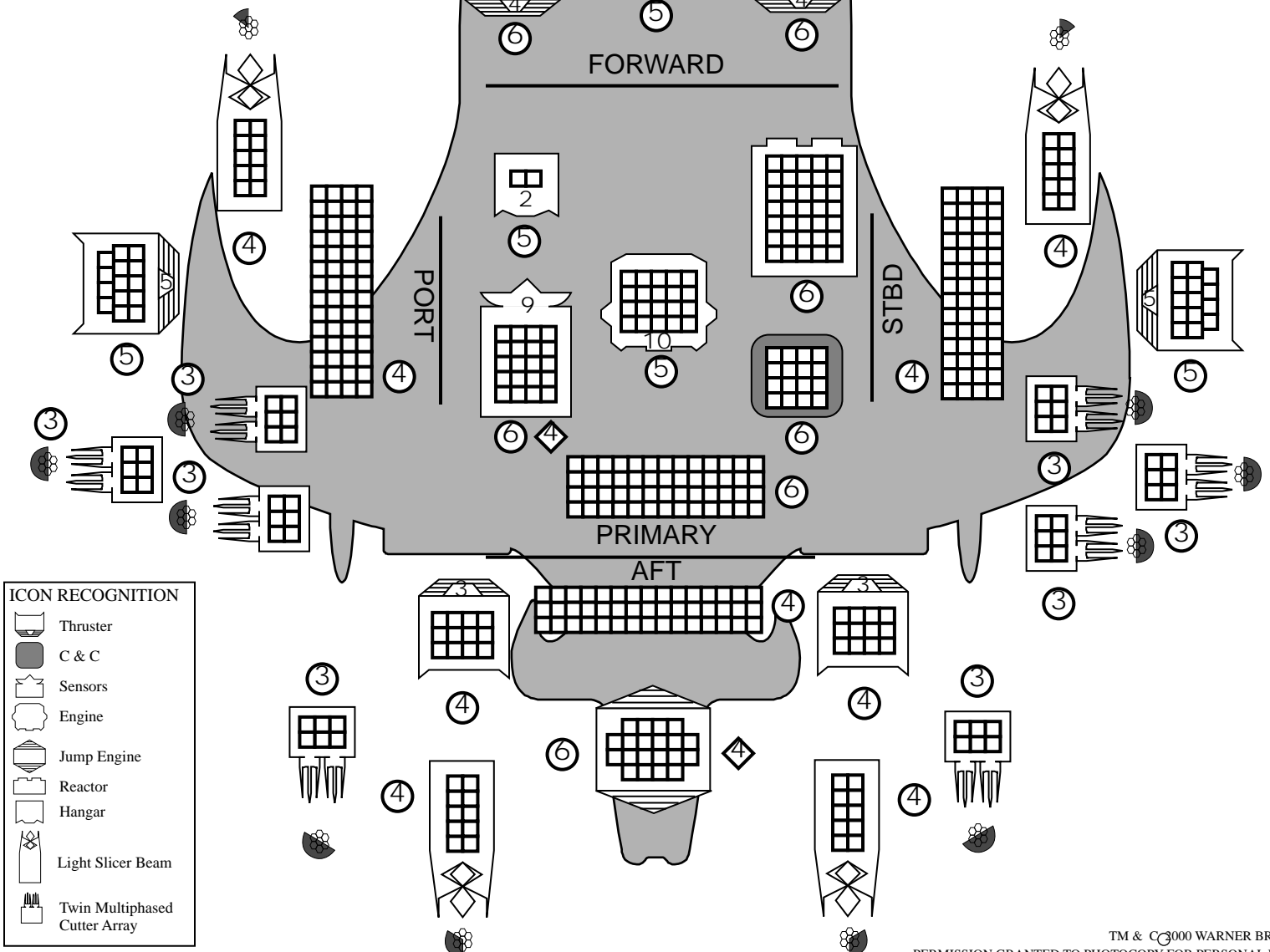
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 16
In Service: 2262	Turn Delay: 1xSpeed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 18 Turns	Roll Cost: 3+3 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
Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets.
Non-interceptable.
Twin Multiphased Cutter Array
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-5:Retro Thrust
6-10: Lt Mol Slicer
11: Twin Cutter Array
12-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-6:Lt Mol Slicer
7-9:Twin Cutter Array
10-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-5:Main Thrust
6-7:Lt Mol Slicer
8-9:Twin Cutter 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	
	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Light Slicer Beam
	Twin Multiphased Cutter Array