



Centauri Grogan Strike Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 15
In Service: 2260	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 230	Pivot Cost: 3+3 Thrust	Extra Power: +6
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Battle Laser	
Class: Laser	
Modes: R, P	
Damage: 4d10+12	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+3/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Heavy Particle Beam	
Class: Matter	
Modes: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
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	SPECIAL NOTES
1-3:Retro Thrust	ELINT Ship
4-5:Hvy Particle Beam	Chameleon Sensors
6-9:Twin Array	Restricted Deployment (10%)
10-18: Forward Struct	
19-20:PRIMARY Hit	
SIDE HITS	SENSOR DATA
1-3:Port/Stb Thrust	Defensive EW
4-6:Battle Laser	Target #1
7-9:Hvy Particle Beam	Target #2
10-18:Port/Stb Struct	Target #3
19-20:PRIMARY Hit	Target #4
AFT HITS	Target #5
1-7:Main Thrust	Target #6
8-12:Jump Engine	
13-18:Aft Struct	
19-20:PRIMARY Hit	
PRIMARY HITS	
1-8:Primary Struct	
9-10:Twin Array	
11-13:Sensors	
14-15:Engine	
16-17:Hangar	
18-19:Reactor	
20:C & C	

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

