

## Centauri Grotto LCV Tender

### SPECS

Class: Capital Ship  
In Service: 2170  
Point Value:  
Ramming Factor: 230  
Jump Delay: 48 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

### 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

**FORWARD HITS**  
1-3: Retro Thrust  
4-5: Twin Array  
6-7: Cargo  
8-9: Quarters  
10-12: Docking Collar  
13-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-3: Port/Stb Thrust  
4-5: Tractor Beam  
5-10: Repair  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-7: Main Thrust  
8-9: Jump Engine  
10-11: Twin Array  
13-14: Docking Collar  
15-18: 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  
1 Cargo Shuttles:  
No Weapons Thrust: 4  
Armor: 0 Def: 12/14  
4 Recovery Shuttles:  
Grappling Claw Thrust: 4  
Armor: 0 Def: 12/14

### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- LCV Rail
- Cargo
- Quarters
- Tractor Beam
- Twin Array

