

Centauri Hapres Strike Cruiser

SPECS

Class: Capital Ship
In Service: 2262
Point Value:
Ramming Factor: 230
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Def: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +10
Initiative Bonus: +0

WEAPON DATA

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

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

FORWARBITS 1-3Retro Thrust 4-5Hvy Particle Beam 6-9Twin Array 10-18: Forward Struct 19-20PRIMARY Hit
SIDE HITS 1-3Port/Stb Thrust 4-6Hvy Array 7-9Hvy Particle Beam 10-18Port/Stb Struct 19-20PRIMARY Hit
AFT HITS 1-7Main Thrust 8-12Jump Engine 13-18Aft Struct 19-20PRIMARY Hit
PRIMARY HITS 1-8Primary Struct 9-10Twin Array 11-13Sensors 14-15Engine 16-17Hangar 18-19Reactor 20C & C

SPECIAL NOTES

ELINT Ship
Chameleon Sensors
Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

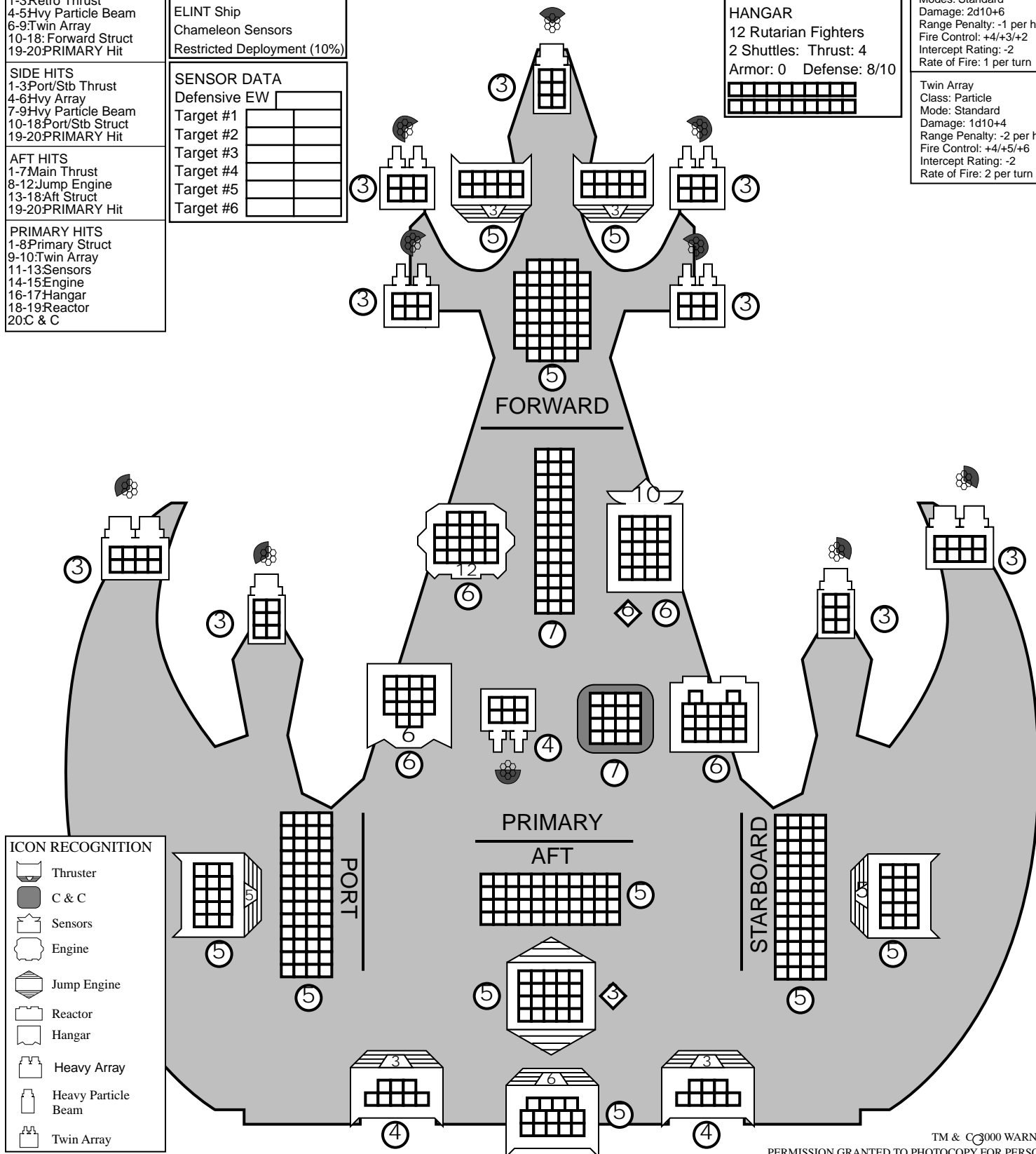
Target #4

Target #5

Target #6

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Array
- Heavy Particle Beam
- Twin Array