



Centauri Harbinger War Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 15
In Service: 2262	Turn Delay: 1/3 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: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

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.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR
6 Fighters (Rutarian capable)
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10

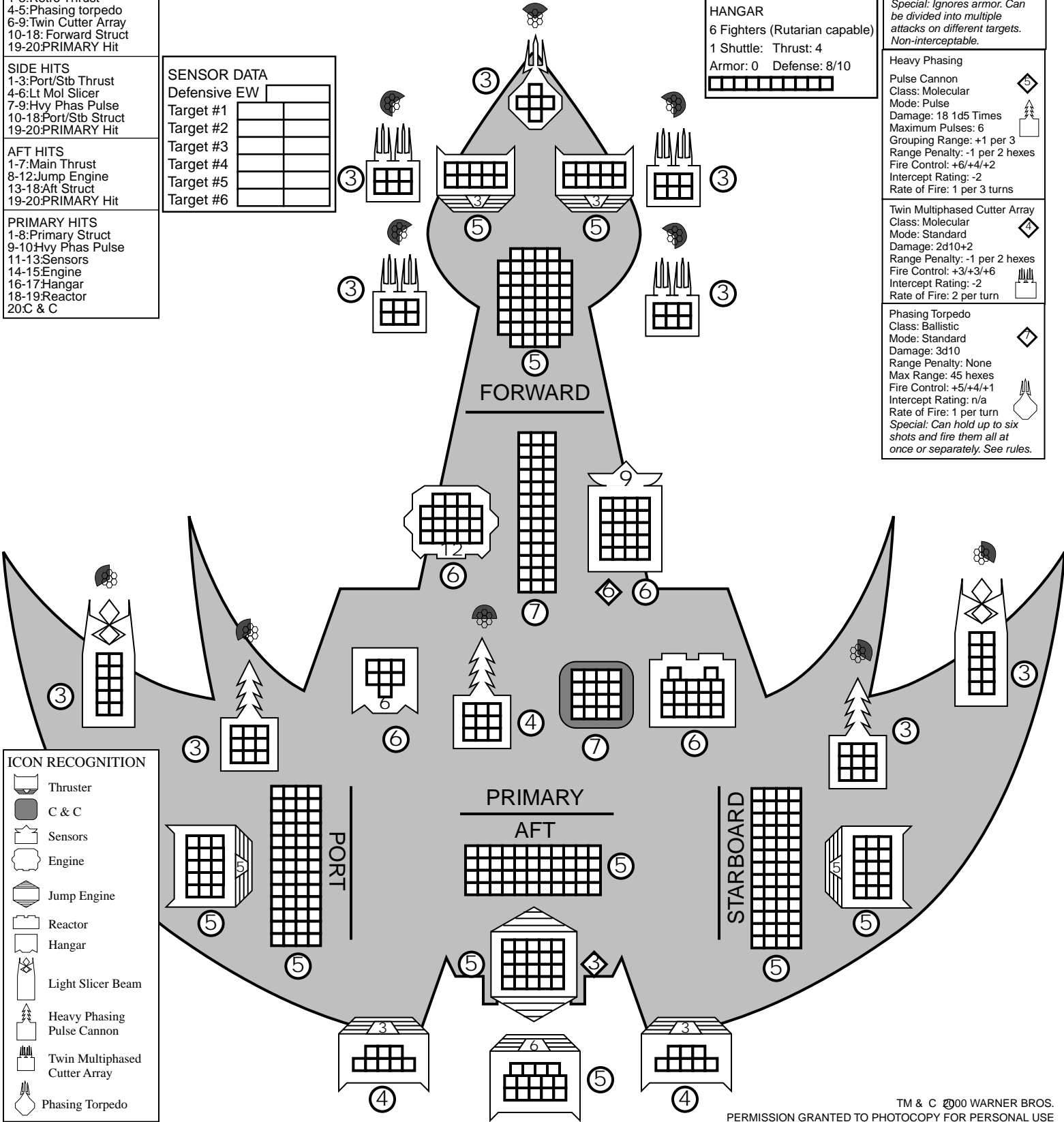
RWARD HITS
1-3:Retro Thrust
4-5:Phasing torpedo
6-9:Twin Cutter Array
10-18: Forward Struct
19-20:PRIMARY Hit












SIDE HITS
1-3:Port/Stb Thrust
4-6:Lt Mol Slicer
7-9:Hvy Phas Pulse
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-7:Main Thrust
8-12:Jump Engine
13-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-10:Hvy Phas Pulse
11-13:Sensors
14-15: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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Light Slicer Beam
	Heavy Phasing Pulse Cannon
	Twin Multiphased Cutter Array
	Phasing Torpedo