

Centauri Herculan Bombardment Cruiser

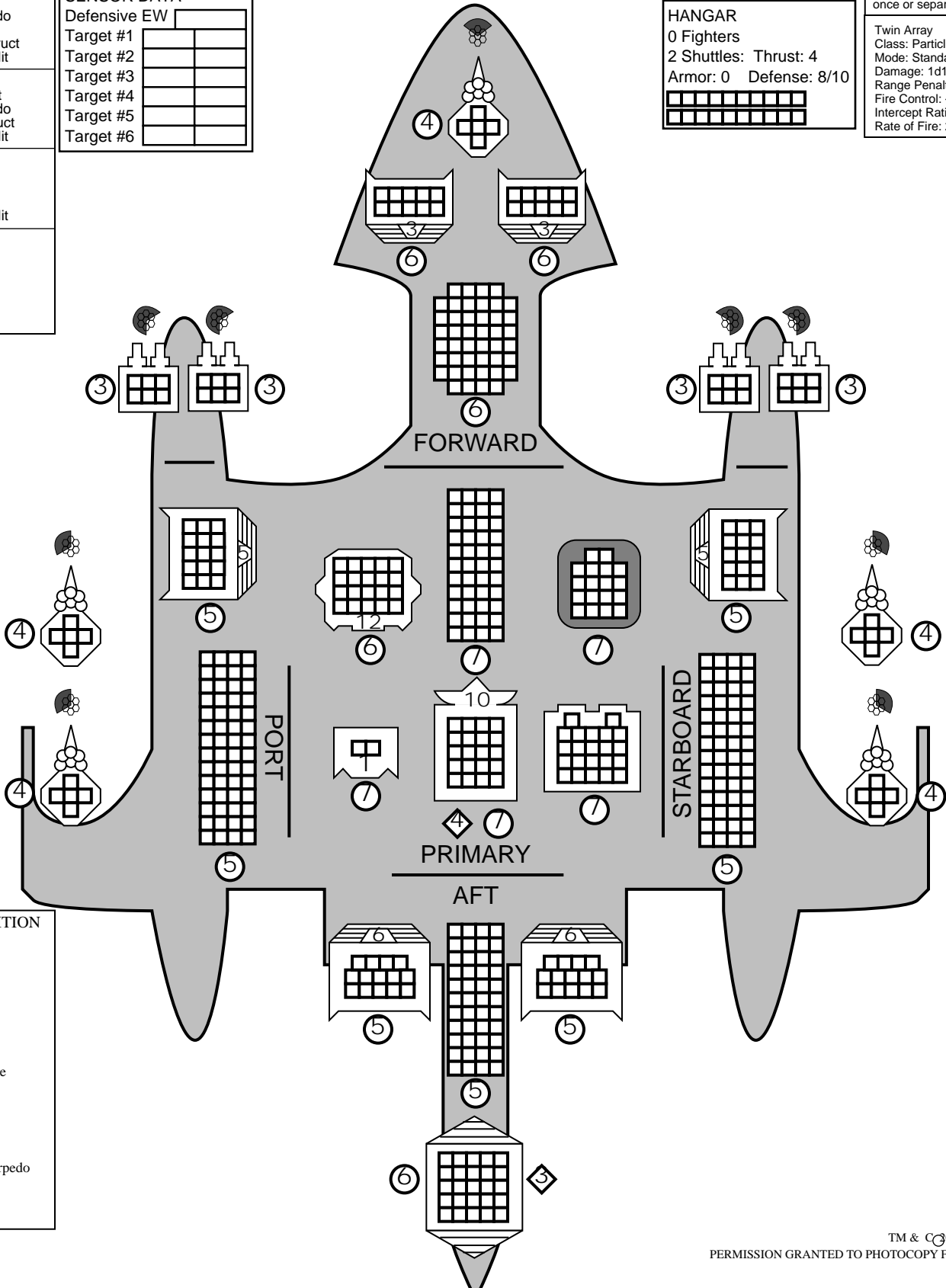
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 2/3 Speed	Fwd/Aft Def: 15
In Service: 2222	Turn Delay: 1/2 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 250	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
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	
Ballistic Torpedo	
Class: Ballistic	6
Mode: Standard	
Damage: 2d10	
Range Penalty: None	
Max Range: 25 hexes	
Fire Control: +4/+3/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Special: Can hold up to six shots and fire them all at once or separately. See rules.	
Twin Array	2
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
4-5Ballistic Torpedo
6-9Twin Array
10-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-9Ballistic Torpedo
10-18:Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-7Main Thrust
8-12:Jump Engine
13-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-9Primary Struct
10-12:Sensors
13-15:Engine
16-17Hangar
18-19Reactor
20C & C

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	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Ballistic Torpedo
	Twin Array