

Centauri Imperium Republic Battleship

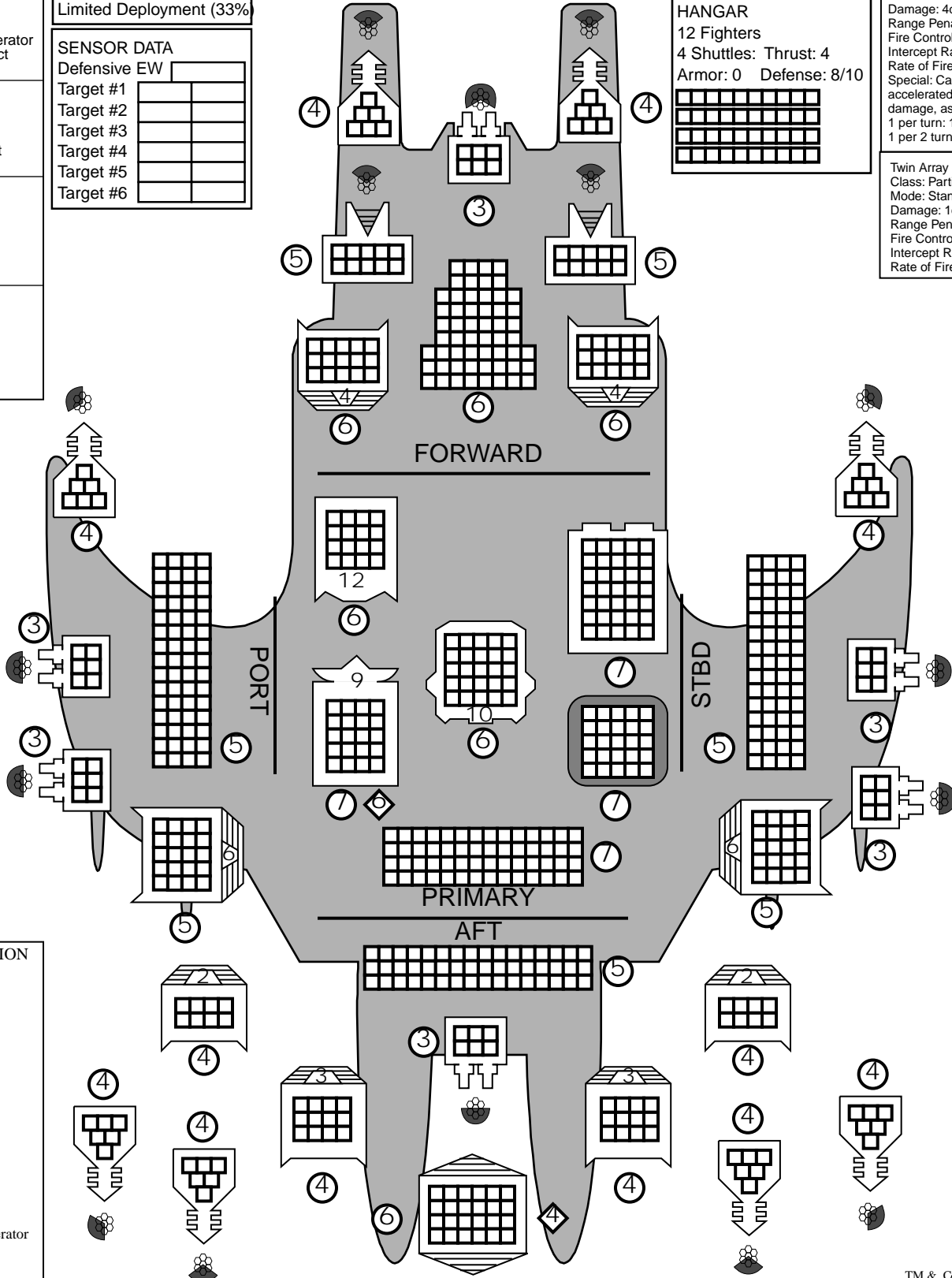
| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|-------------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 1xSpeed | Fwd/Aft Defense: 17 |
| In Service: 2157 | Turn Delay: 4/3xSpeed | Stb/Port Defense: 19 |
| Point Value: | Accel/Decel Cost: 4 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: | Pivot Cost: 4+4 Thrust | Extra Power: -13 |
| Jump Delay: 18 Turns | Roll Cost: 4+4 Thrust | Initiative Bonus: +0 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Delay | 2 3 4 6 7 8 10 11 12 14 15 16 | |

| 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 |
| Plasma Accelerator |
| Class: Plasma |
| Mode: Standard |
| Damage: 4d10+12 (-1 per hex) |
| Range Penalty: -1 per hex |
| Fire Control: +3/+1/-4 |
| Intercept Rating: n/a |
| Rate of Fire: 1 per 3 turns |
| Special: Can fire at an accelerated ROF for less damage, as shown below: |
| 1 per turn: 1d10+4 -1/hex |
| 1 per 2 turns: 2d10+8 -1/hex |
| 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 |
|---------------------------|
| 1-5: Retro Thrust |
| 6-8: Battle Laser |
| 9: Twin Array |
| 10-11: Plasma Accelerator |
| 12-18: Forward Struct |
| 19-20: PRIMARY Hit |
| SIDE HITS |
| 1-5: Port/Stb Thrust |
| 6-7: Battle Laser |
| 8-10: Twin Array |
| 11-18: Port/Stb Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-5: Main Thrust |
| 6-10: Battle Laser |
| 11: Twin Array |
| 12-14: Jump Drive |
| 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 |

| SPECIAL NOTES |
|--------------------------|
| Limited Deployment (33%) |
| SENSOR DATA |
| Defensive EW |
| Target #1 |
| Target #2 |
| Target #3 |
| Target #4 |
| Target #5 |
| Target #6 |

| HANGAR |
|------------------------|
| 12 Fighters |
| 4 Shuttles: Thrust: 4 |
| Armor: 0 Defense: 8/10 |



| ICON RECOGNITION |
|--------------------|
| Thruster |
| C & C |
| Sensors |
| Engine |
| Jump Engine |
| Reactor |
| Hangar |
| Twin Array |
| Plasma Accelerator |
| Battle Laser |