









Centauri Juggernauts Heavy Gunship



SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 2/3 Speed					Fwd/Aft Def: 16				
In Service: 2264					Turn Delay: 1/2 Speed					Stb/Port Defense: 17				
Point Value:					Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1				
Ramming Factor:					Pivot Cost: 3+3 Thrust					Extra Power: 0				
Jump Delay: 16 Turns					Roll Cost: 2+2 Thrust					Initiative Bonus: +0				
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	
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	 
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	 
Plasma Accelerator Class: Plasma Modes: 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	 

FORWARD HITS
1-3:Retro Thrust
4-5:Plasma Accelerator
6-9:Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-9:Battle Laser
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-3: Main Thrust
4-6: Battle Laser
7-11: Twin Array
12-13: Jump Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-10:Battle Lasers
11-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SENSOR DATA

