



Centauri Legion Class Heavy Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2259	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
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 2 2 3 4 4 5 6 6 7 8 8	

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	
Matter Cannon	
Class: Matter	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

FORWARD HITS
 1-3: Retro Thrust
 4-5: Matter canon
 6-7: Battle Laser
 8-10: Twin Array
 11-18: Forward Struct
 19-20: PRIMARY Hit

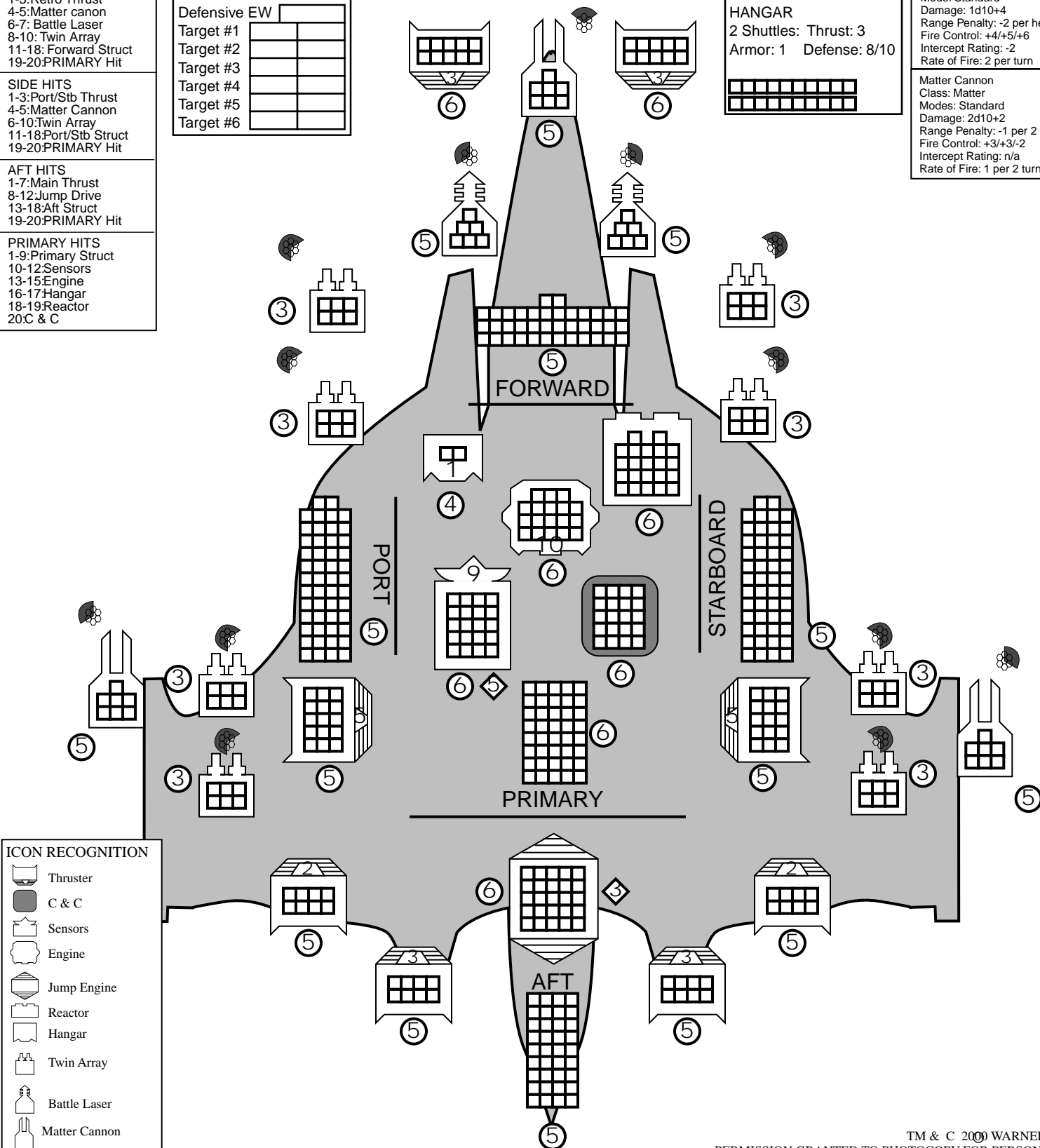
SIDE HITS
 1-3: Port/Stb Thrust
 4-5: Matter Cannon
 6-10: Twin Array
 11-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS
 1-7: Main Thrust
 8-12: Jump Drive
 13-18: 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

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
	Twin Array
	Battle Laser
	Matter Cannon