

Centauri Praitorr Torpedo Ship



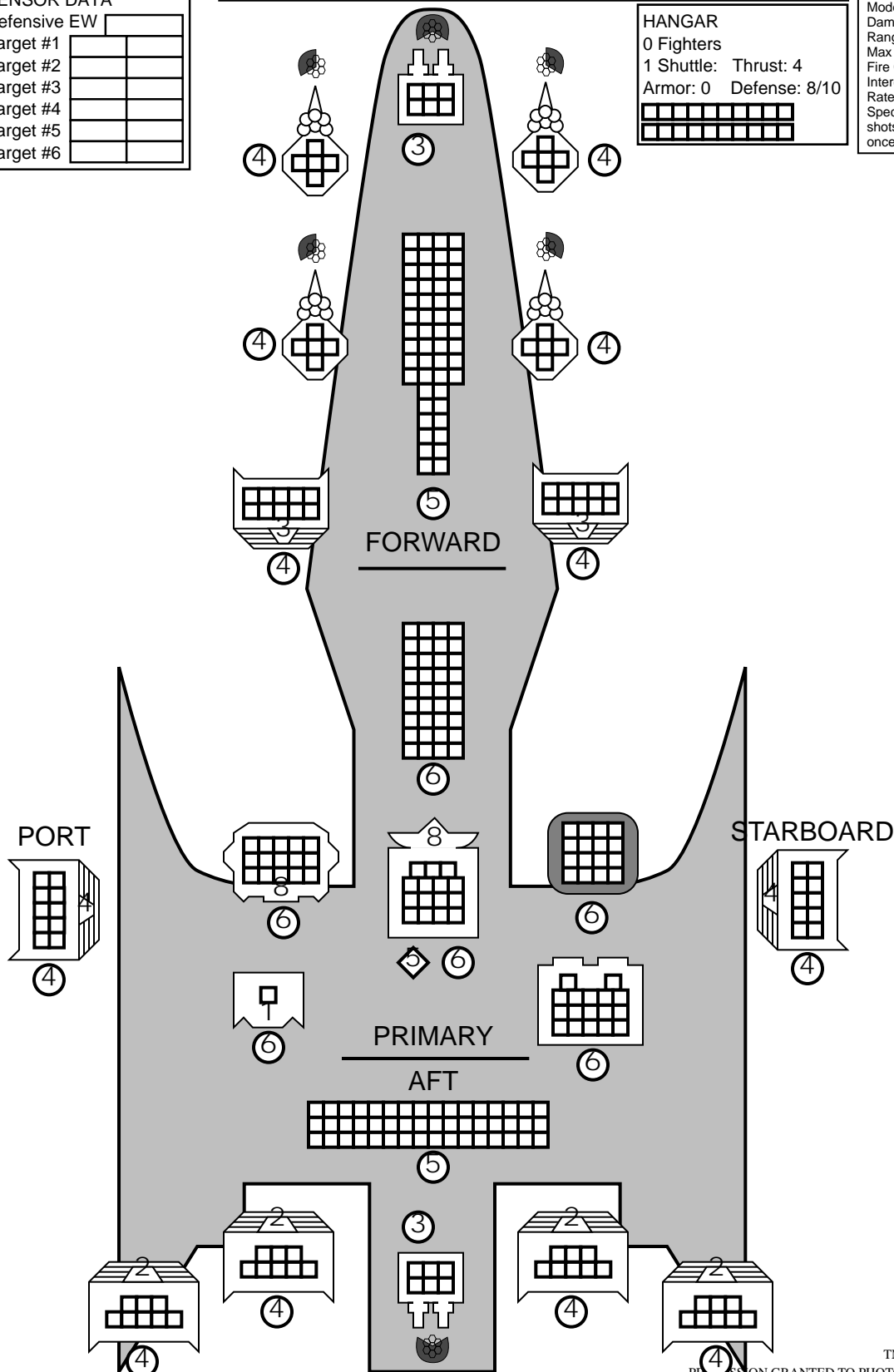
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vls	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 3 4 5 6 7 8 9 10 11 12		









WEAPON DATA	
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	
Ballistic Torpedo	6
Class: Ballistic	
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.	

FORWARBITS
1-4Retro Thrust
5-9Ballistic Torpedo
10-11:Twin Array
12-18: Forward Struct
19-20PRIMARY Hit
AFT HITS
1-4Main Thrust
5-7:Twin Array
8-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-10:Port/Stb Thrust
11-13:Sensors
14-16Engine
17:Hangar
18-19Reactor
20:C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Ballistic Torpedo