

## Centauri Quaternus Fast Strike Cruiser

### SPECS

Class: Capital Ship  
In Service: 2243  
Point Value: 775  
Ramming Factor: 250  
Jump Delay: 16 Turns

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Def: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +2

### WEAPON DATA

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

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

Heavy Array  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

**FORWARD HITS**  
1-3:Retro Thrust  
4-5:Battle Laser  
6-9:Heavy Array  
10-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3:Port/Stb Thrust  
4-6:Heavy Array  
7-9:Matter Cannon  
10-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-8:Twin Array  
8-12:Jump Engine  
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

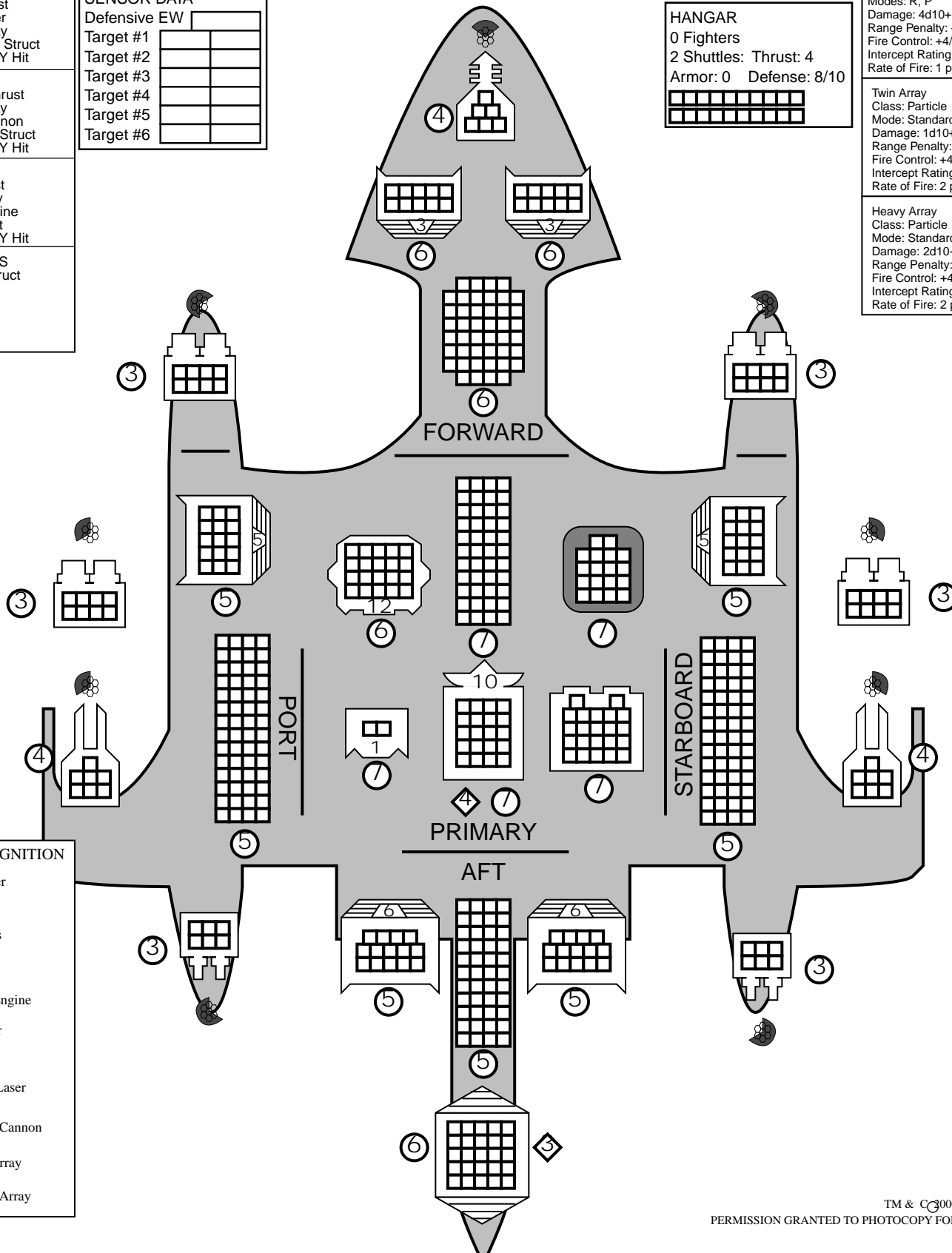
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Battle Laser
- Matter Cannon
- Twin Array
- Heavy Array