



Centauri Sanaysis Blockade Runner



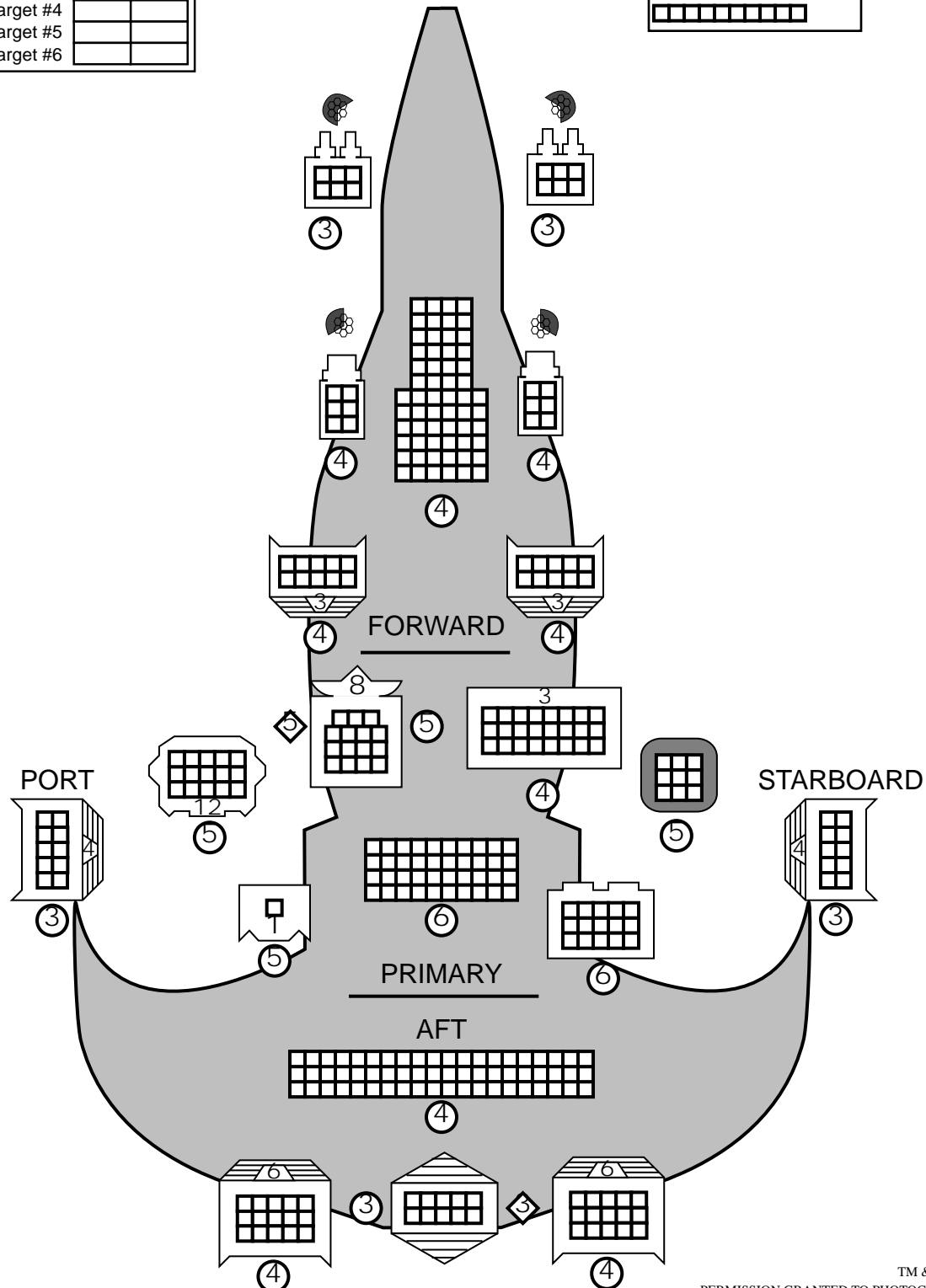
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Def: 14
In Service: 2252	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Heavy Particle Beam	
Class: Matter	
Modes: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Twin Array	
Class: Particle	
Modes: 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
1-3: Retro Thrust
4-5: Hvy Particle Beam
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Jump Engine
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-9: Port/Stb Thrust
10-11: Cargo
12-13: Sensors
14-16: Engine
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
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Heavy Particle Beam
- Twin Array