



## Centauri Titanus Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 16
In Service: 2267	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 4 4 5 5 6 6 6	

WEAPON DATA
War Laser
Class: Laser
Modes: R, P
Damage: 5d10+21
Range Penalty: -1 per 5 hexes
Fire Control: +5/+4/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 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
Ballistic Torpedo
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.

**FORWARD HITS**  
1-3: Retro Thrust  
4-5: Ballistic Torpedo  
6-7: Twin Array  
8-10: War Laser  
11-18: Forward Struct  
19-20: PRIMARY Hit

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

**AFT HITS**  
1-3: Main Thrust  
4-6: War Laser  
7-9: Twin Array  
10-11: Jump Engine  
12-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-8: Primary Struct  
9-10: Ballistic Torpedo  
11-13: Sensors  
14-15: 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

12 Fighters

(Rutarian capable)

2 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10


### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- War Laser
- Twin Array
- Ballistic Torpedo

