



Centauri Todd Attack Cruiser



SPECS

Class: Capital Ship
In Service: 2248
Point Value:
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: 6
Initiative Bonus: +0

WEAPON DATA

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

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+8
Range Penalty: -3 per hex

FORWARD BITS
1-3 Retro Thrust
4-7 Heavy Array
8-18: Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-3 Port/Stb Thrust
4-5 Guardian Array
6-9: Heavy Array
10-18: 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

HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Guardian Array
- Heavy Array

