

# Centauri Centaurum II Battleship (Upgraded)

## SPECS

Class: Capital Ship  
In Service: 2262  
Point Value: 1150  
Ramming Factor: 300  
Jump Delay: 20 turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 4/3 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Def: 17  
Stb/Port Defense: 19  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: 0

## WEAPON DATA

### 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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## HANGAR

12 Fighters  
4 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10

## FORWARD HITS

1-5: Retro Thrust  
6-8: Battle Laser  
9: Twin Array  
10-11: Heavy Array  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SPECIAL NOTES

Limited Deployment (33%)

Unreliable Ship:

Vulnerable to Criticals

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Battle Laser  
8-10: Twin Array  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Jump Drive  
9-11: Battle Laser  
12-13: Twin Array  
14-18: 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

## ICON RECOGNITION

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

