



Centauri Diabla class Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 14
In Service: 2267	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 210	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 4 5 6 6 7 8 8	

WEAPON DATA

Engagement Laser
Class: Laser
Modes: Raking
Dmg: 3d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Ranged Array
Class: Particle
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: 2
Rate of Fire: 1 per 2 turns
Notes: Each barrel has separate RoF. Can fire as a Heavy Array. Takes one turn to change mode.

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

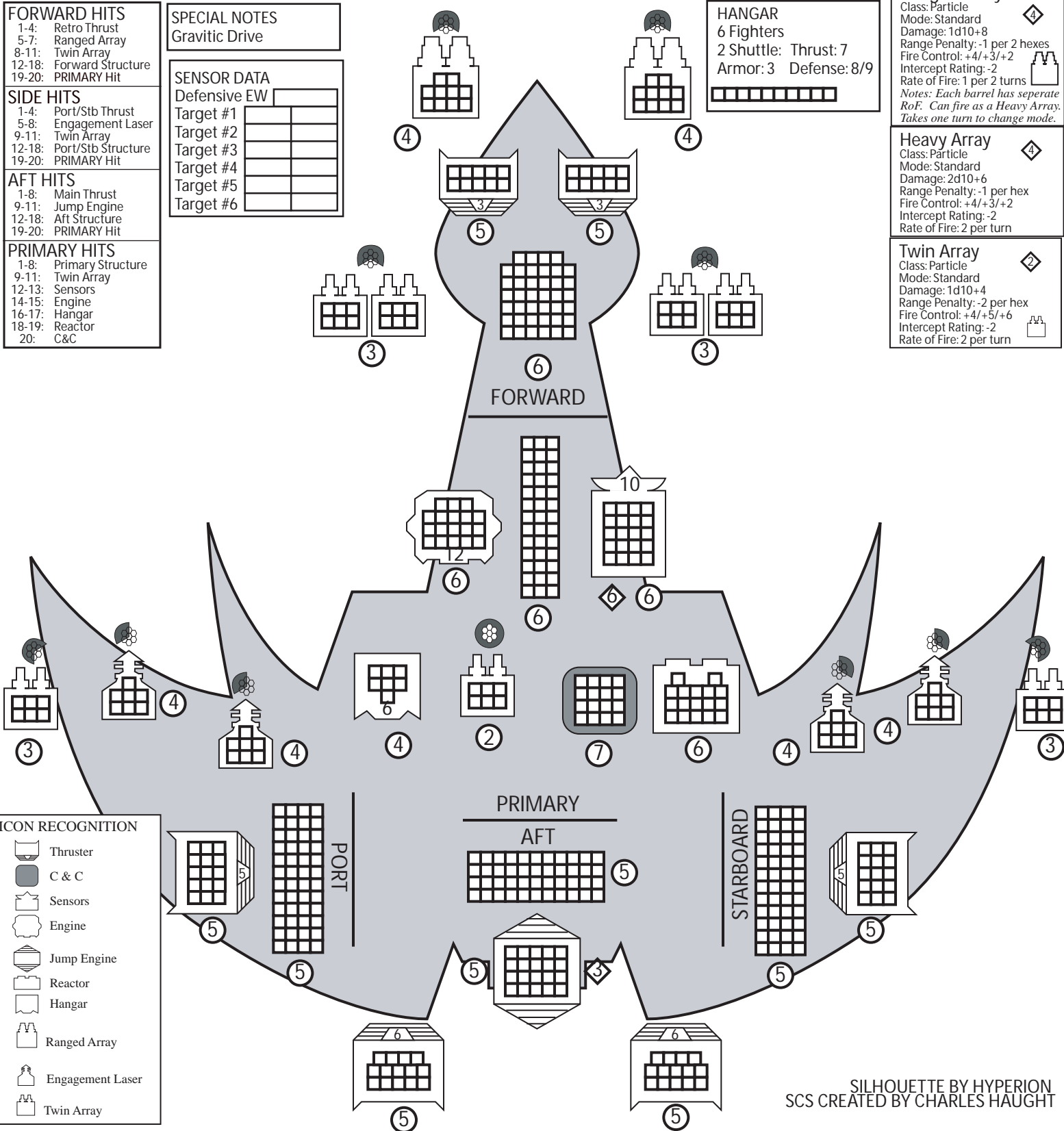
Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: 2
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Ranged Array
8-11: Twin Array
12-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-8: Engagement Laser
9-11: Twin Array
12-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-11: Twin Array
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Gravitic Drive

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
6 Fighters
2 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9



ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ranged Array
Engagement Laser
Twin Array