

# Centauri HCV Shipyard

SPECS
Class: Capital Base
In Service: N/A
Point Value: 490
Ramming Factor: 700
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA	
Twin Array	②
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	

SECTION HITS
1-4: Hangar/Cargo
5-6: Reactor
7-15: Structure
16-18: Connection Strut
19-20: PRIMARY Hit

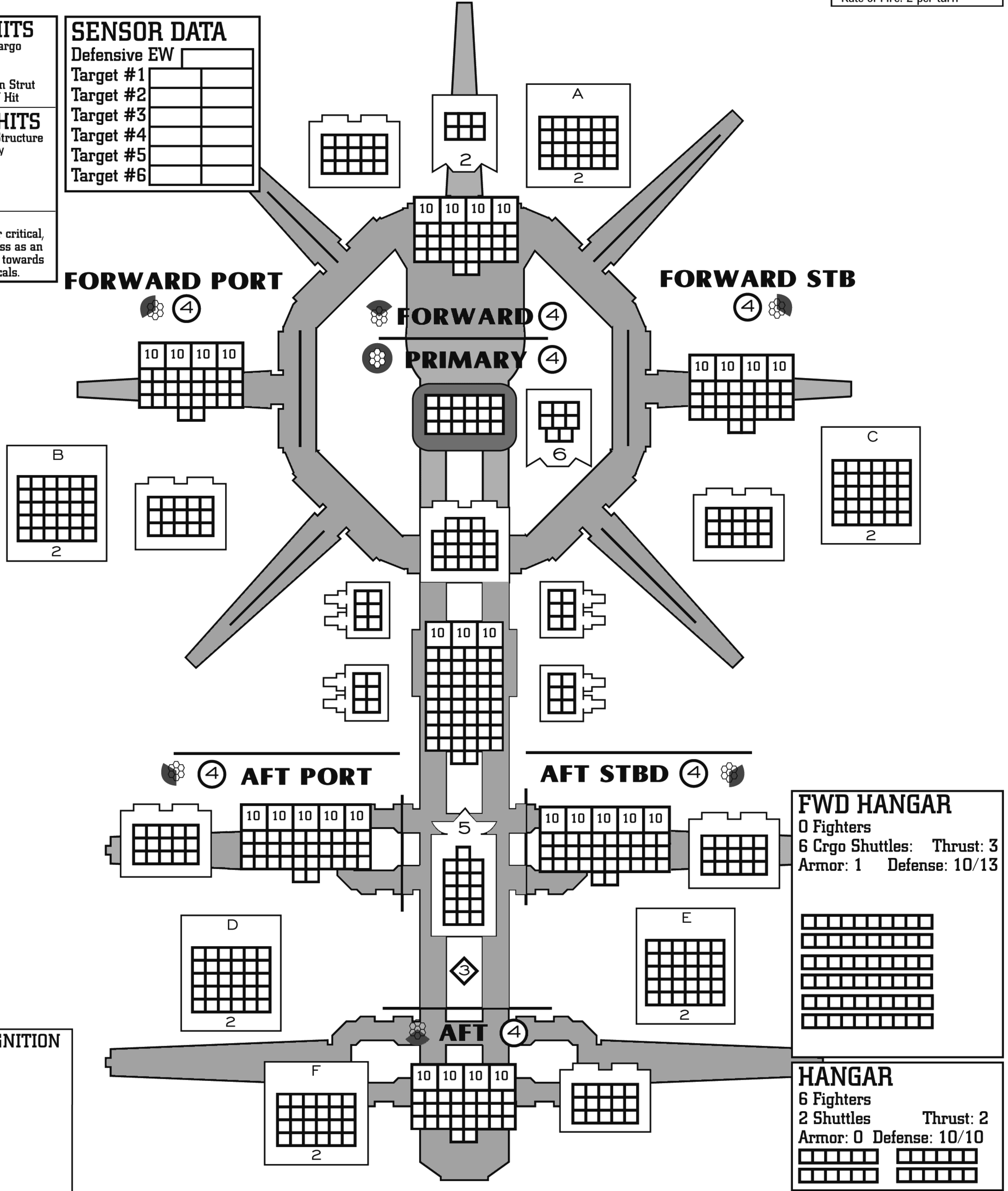
  

PRIMARY HITS
1-9: Primary Structure
10-11: Twin Array
12-13: Sensors
14-15: Hangar
16-18: Reactor
19-20: C&C

**SPECIAL RULE:**  
On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

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



ICON RECOGNITION	
	C & C
	Sensors
	Cargo
	Reactor
	Hangar
	Twin Array

FWD HANGAR
0 Fighters
6 Crgo Shuttles: Thrust: 3
Armor: 1 Defense: 10/13

HANGAR
6 Fighters
2 Shuttles Thrust: 2
Armor: 0 Defense: 10/10