

Centauri Centaurum Battleship (Upgraded)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Def: 17
In Service: 2259	Turn Delay: 4/3 x Speed	Stb/Port Defense: 19
Point Value: 1000	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 300	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 turns	Roll Cost: 4+4 Thrust	Initiative Bonus: 0
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	

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
Matter Cannon	Class: Matter Modes: Standard Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 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

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

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

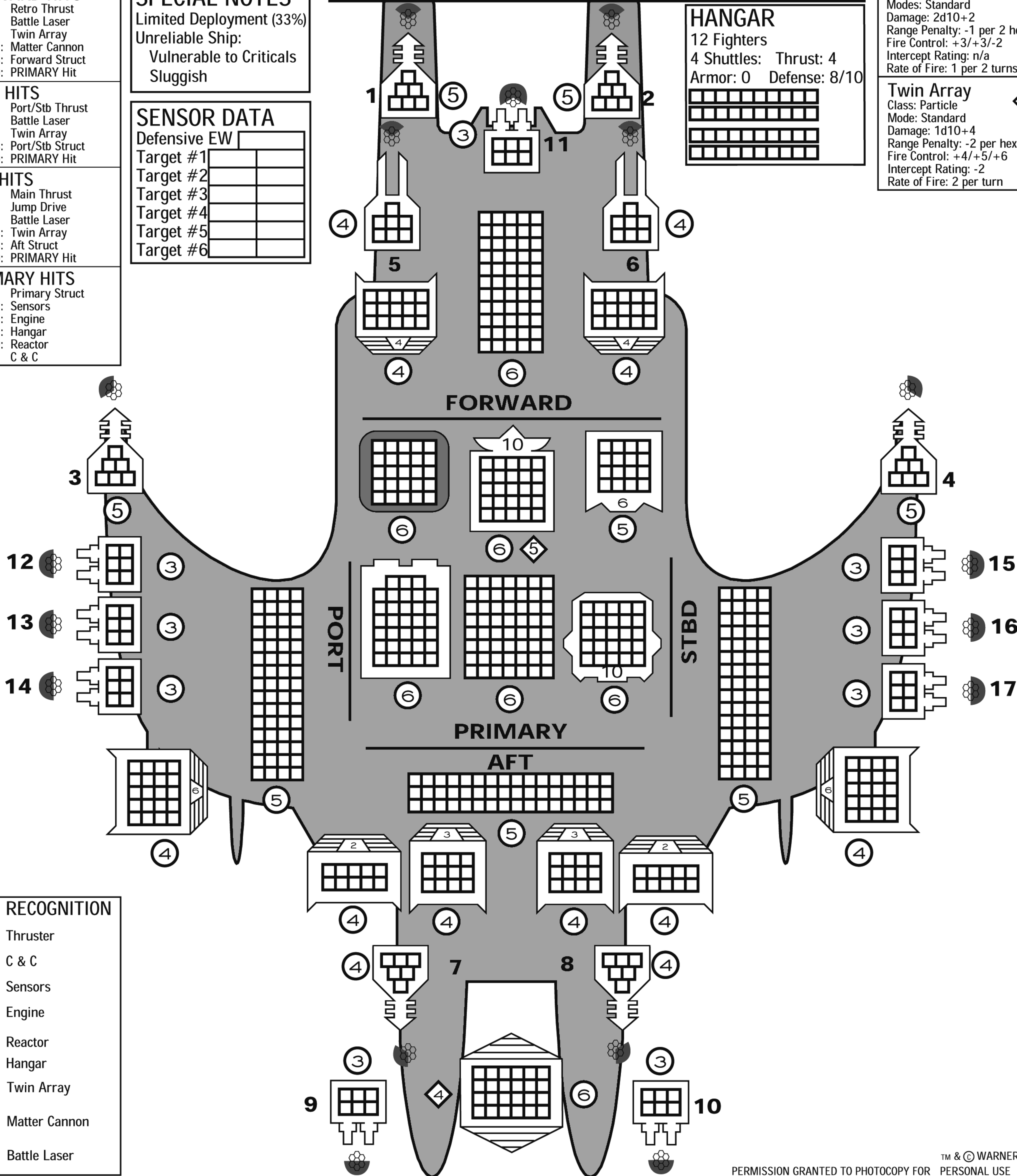
PRIMARY HITS	
1-9:	Primary Struct
10-12:	Sensors
13-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES
 Limited Deployment (33%)
 Unreliable Ship:
 Vulnerable to Criticals
 Sluggish

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

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