



Version 3: 2E

Name: _____ Counter: _____



Centauri Demat Raider

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2261	Turn Delay: 1/4 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
Speed		
Turn Cost:	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Heavy Array (Impr.)	
Class: Particle	
Mode: Standard	4
Damage: 2d10+6	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

Plasma Accelerator	
Class: Plasma (Impr.)	
Mode: Standard	
Damage: 4d10+12 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +4/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Can fire at an accelerated Rof for less damage, as shown below: 1 per turn: 2d10+6 -1/hex	

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 8/10	

FORWARD HITS
1-3: Retro Thrust
4: Plasma Accelerator
5: Ballistic Torpedo
6-9: Heavy Array
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Engine
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

ICON RECOGNITION	
Thruster	
C & C	
Sensors	
Engine	
Jump Engine	
Reactor	
Hangar	
Plasma Accelerator	
Heavy Array	
Ballistic Torpedo	

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

