

Primus Variant (Rare)

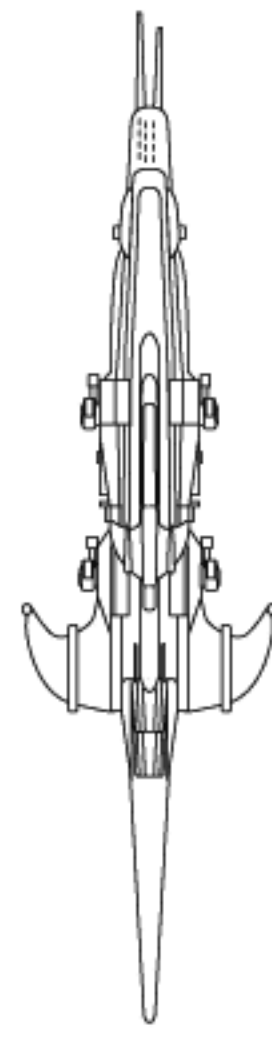
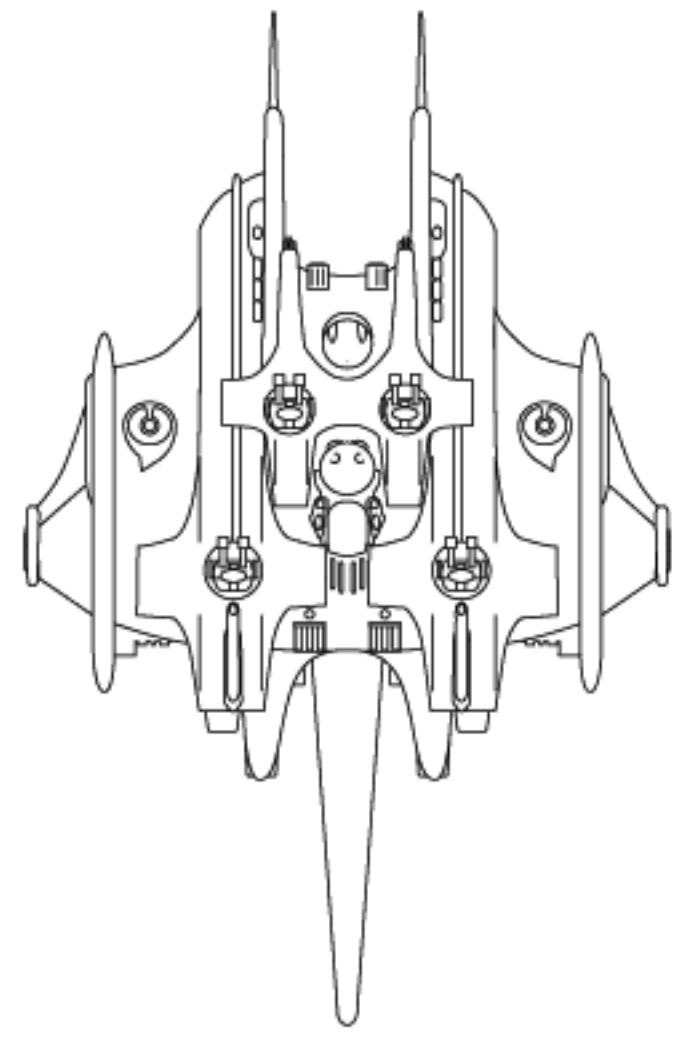
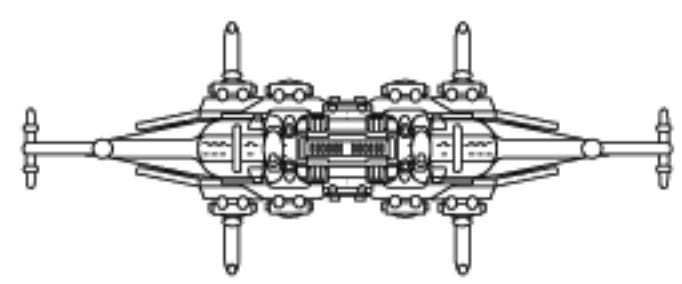
Version 3: 2E/V4

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



2ND EDITION



# Centauri Primar Command Cruiser

**SPECS**  
 Class: Capital Ship  
 In Service: 2260  
 Point Value: 1030  
 Ramming Factor: 260  
 Jump Delay: 16 Turns

**MANEUVERING**  
 Turn Cost: 2/3 Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 16  
 Stb/Port Defense: 17  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +1

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

**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

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

- FORWARD HITS**  
 1-3: Retro Thrust  
 4-7: Battle Laser  
 8-18: Forward Struct  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-3: Port/Stb Thrust  
 4-7: Battle Laser  
 8-11: Twin Array  
 12-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-7: Main Thrust  
 8-12: Jump Drive  
 13-18: 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

**SENSOR DATA**

Defensive EW

Target #1

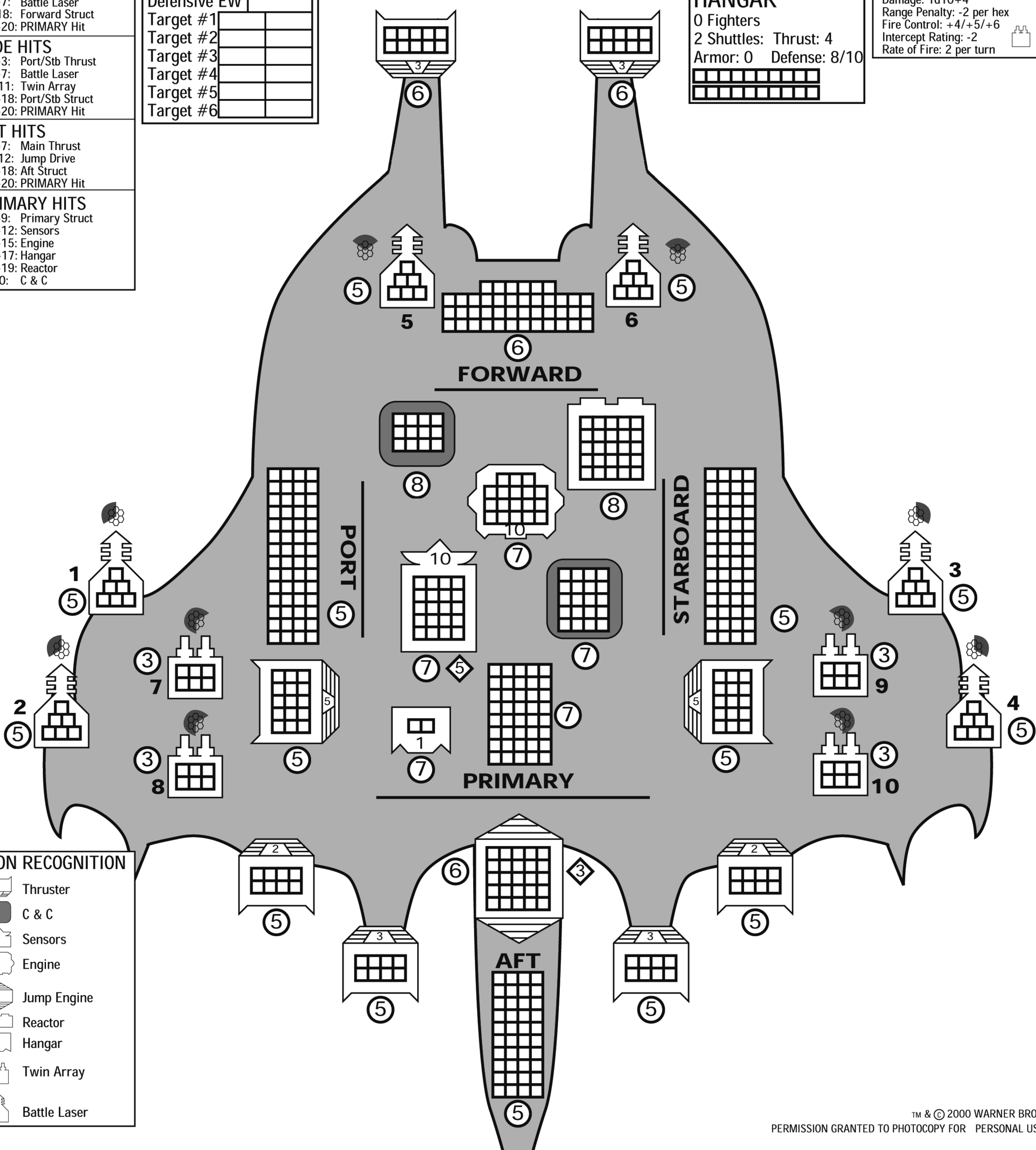
Target #2

Target #3

Target #4

Target #5

Target #6



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - Twin Array
  - Battle Laser