

Centauri Primar Command Cruiser

SPECS	
Class: Capital Ship	In Service: 2260
Point Value: 900	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	

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

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

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

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

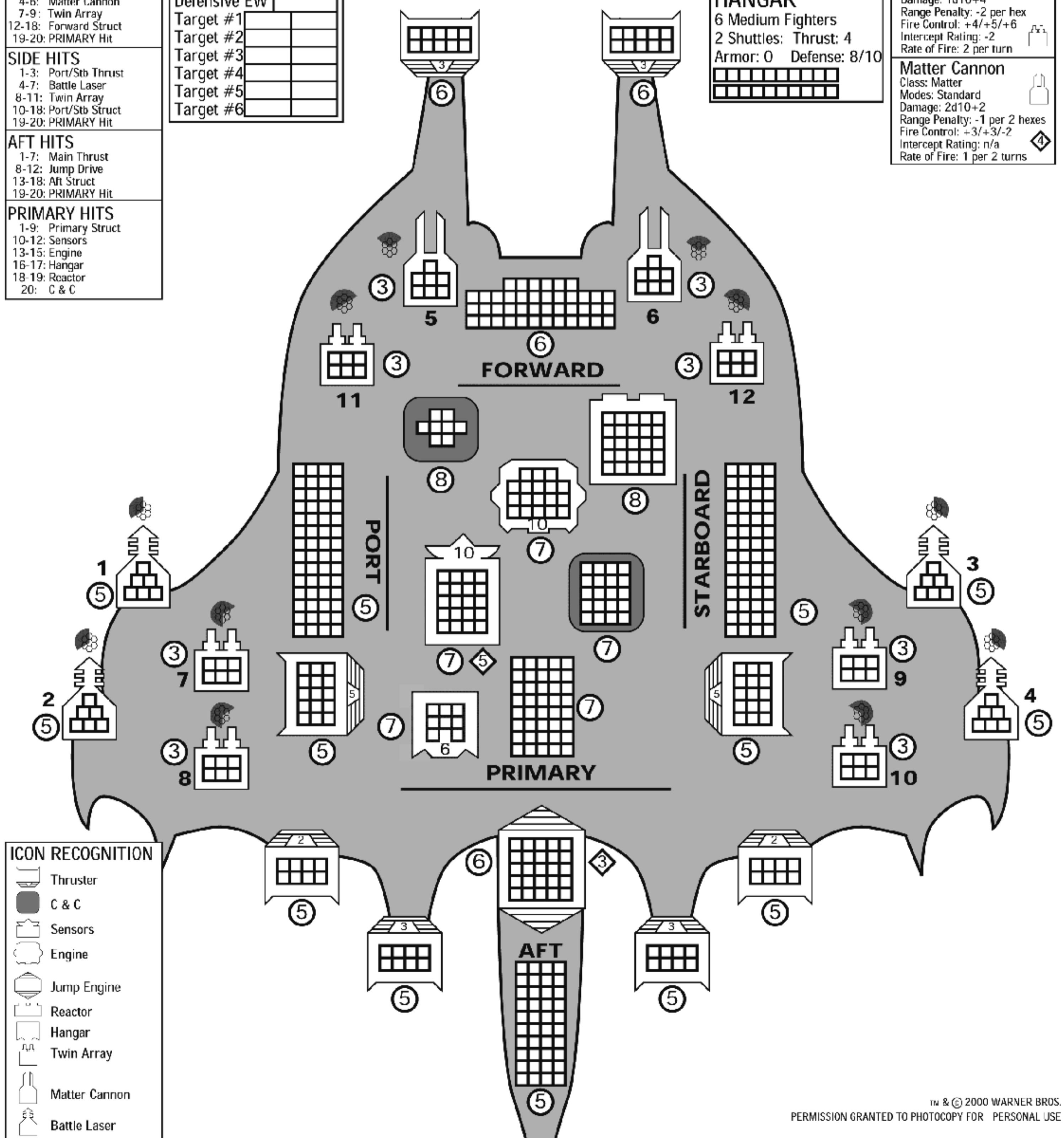
FORWARD HITS	
1-3: Retro Thrust	4-6: Matter Cannon
7-9: Twin Array	12-18: Forward Struct
19-20: PRIMARY Hit	

SIDE HITS	
1-3: Port/Stb Thrust	4-7: Battle Laser
8-11: Twin Array	10-18: 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
	Matter Cannon
	Battle Laser