

# Centauri Liatra Armed Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2259	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 230	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	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
<b>Twin Array</b>	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
<b>Heavy Array</b>	Class: Particle Mode: Standard Damage: 2d10+6 Range Penalty: -1 per hex Fire Control: +4/+3/+2 Intercept Rating: -2 Rate of Fire: 2 per turn
<b>Plasma Accelerator</b>	Class: Plasma Modes: Standard Damage: 4d10+12 (-1 per hex) Range Penalty: -1 per hex Fire Control: 3/1/1-4 Intercept Rating: n/a Rate of Fire: 1 per 3 turns <i>Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4 -1/hex 1 per 2 turns: 2d10+8 -1/hex</i>

FORWARD HITS
1-3: Retro Thrust
4-5: Twin Array
6-9: Plasma Accelerator
10-12: Reactor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-9: Heavy Array
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Jump Engine
10-11: Twin Array
12-18: Aft Struct
19-20: PRIMARY Hit

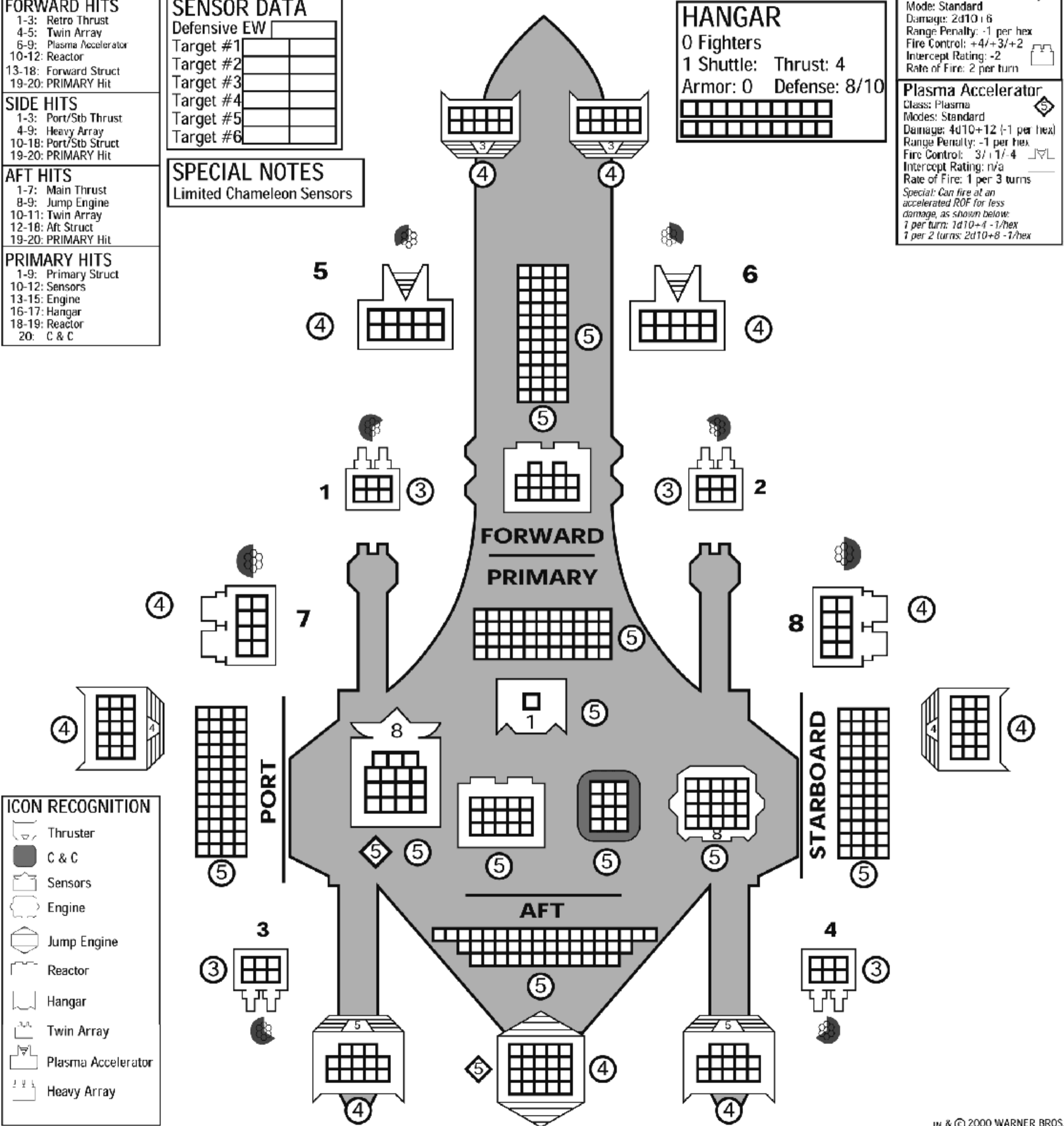
  

PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

**SPECIAL NOTES**  
Limited Chameleon Sensors

HANGAR	
0 Fighters	
1 Shuttle: Thrust: 4	
Armor: 0 Defense: 8/10	



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