



Centauri Trinarius Strike Carrier

SPECS

Class: Capital Ship
 In Service: 2252
 Point Value: 770
 Ramming Factor: 250
 Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

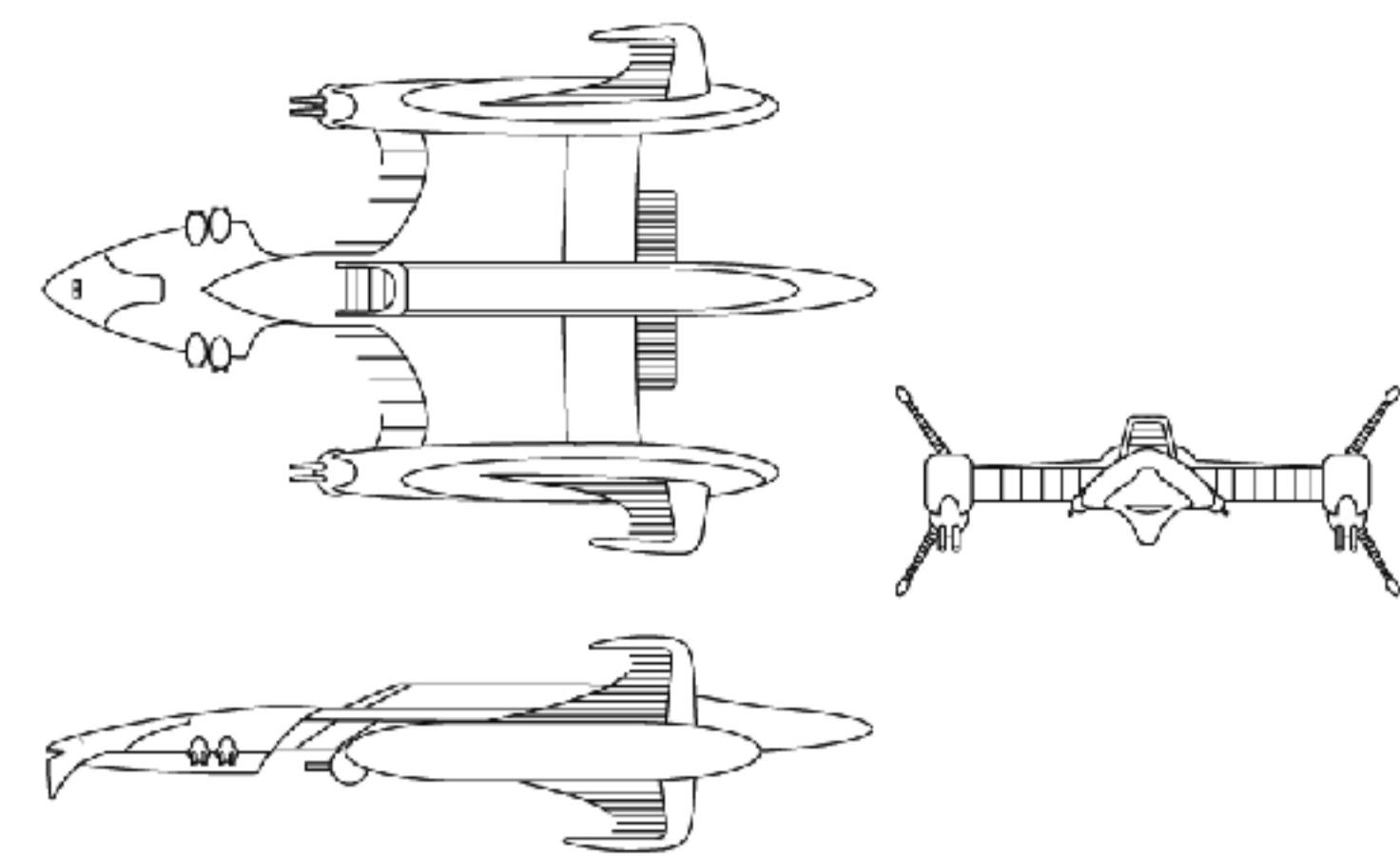
Fwd/Aft Def: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: +2
 Initiative Bonus: +2

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	1	2	2	3	3	4	4	5	5	6	6

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



FORWARD HITS

1-3: Retro Thrust
 4-5: Hangar
 6-9: Twin Array
 10-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
 4-6: Battle Laser
 7-9: Side Hangar
 10-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-12: Jump Engine
 13-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

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

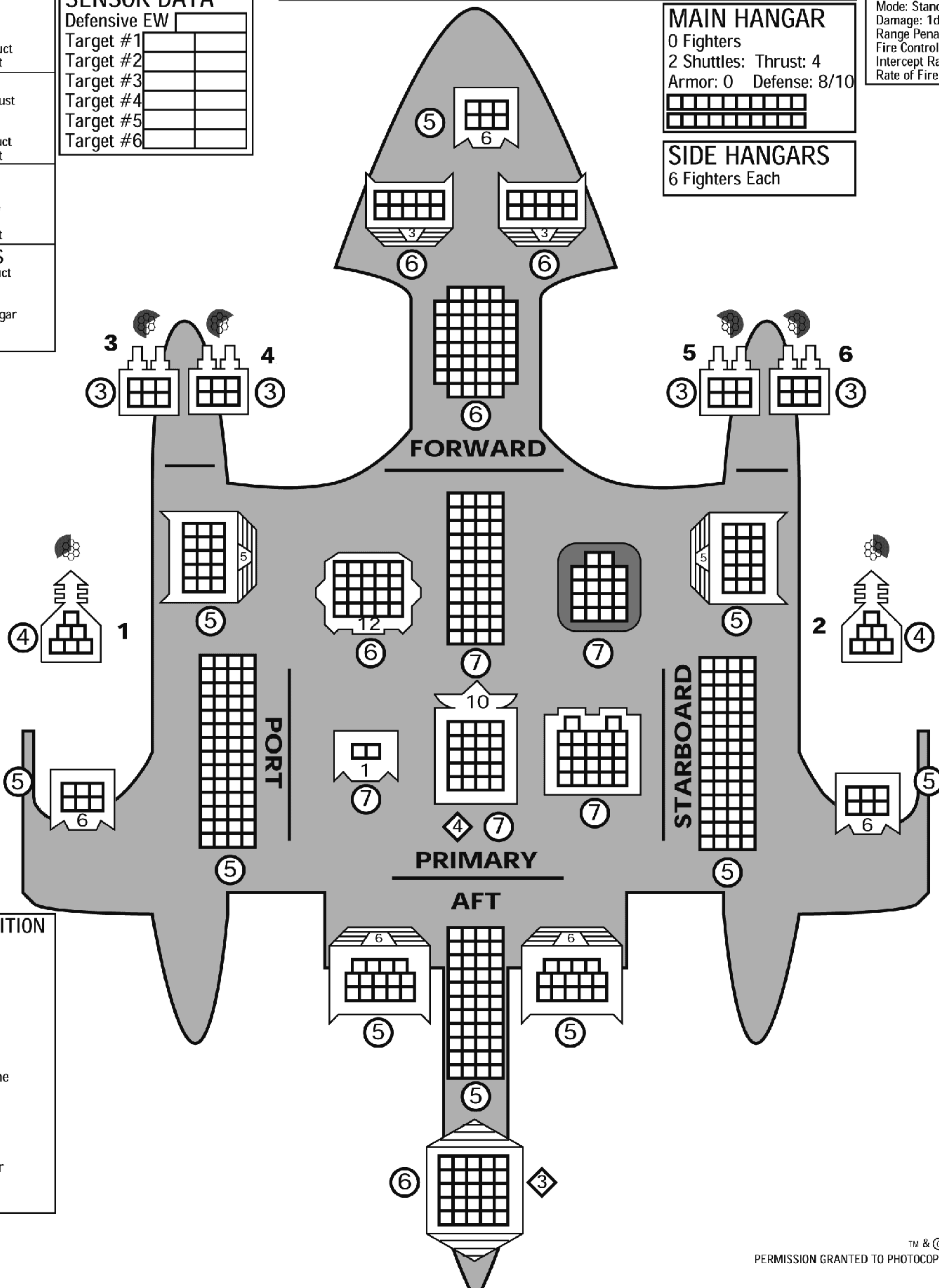
MAIN HANGAR

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



SIDE HANGARS

6 Fighters Each



ICON RECOGNITION

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