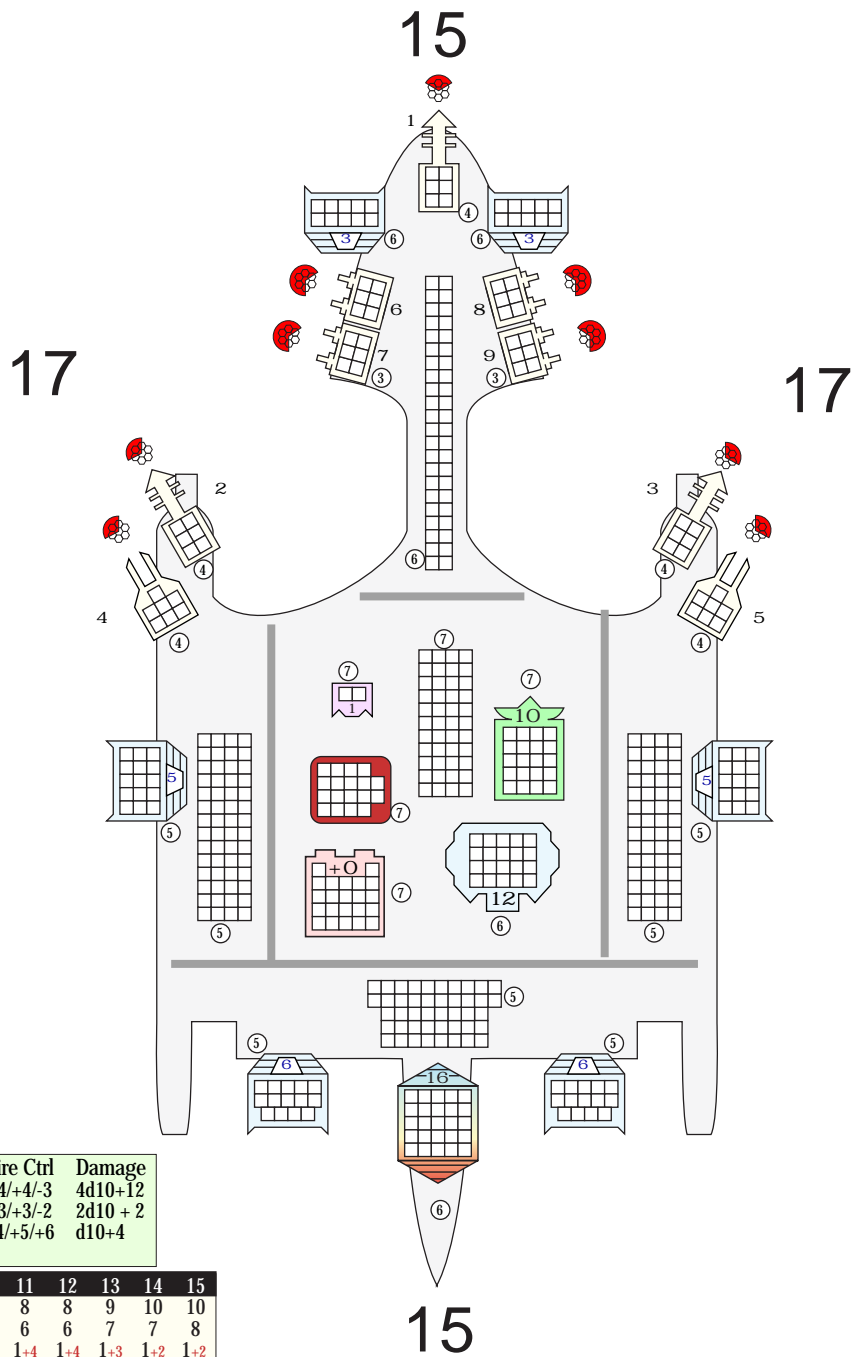


Centurion Attack Cruiser Centauri Republic

1



Forward hits

- 1-3 : Retro thruster
- 4-5 : Battle Laser
- 6-9 : Twin Array
- 10-18 : Structure
- 19-20 : PRIMARY hit

Side Hits

- 1-3 : Side thruster
- 4-6 : Battle Laser
- 7-9 : Matter Cannon
- 10-18 : Structure
- 19-20 : PRIMARY hit

Aft Hits

- 1-7 : Main thruster
- 8-12 : Jump Engine
- 13-18 : Structure
- 19-20 : PRIMARY hit

PRIMARY HITS

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

Specs

Class	Cap
Point value	725
Deployment	-
In service	2202

Hangar

Launch:	1/turn
Fighters	0
Shuttles	2

Stats

Engine Effic.	3/1
Pivot	3
Roll	2
Ramming	250

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Battle Laser	Laser	n/a	1/3	R,S	-1/ 4hexes	+4/+4/-3	4d10+12
Matter Cannon*	Matter	n/a	1/2	Std	-1/ 2hexes	+3/+3/-2	2d10 + 2
Twin Array	Particle	-2	2	Std	-2/ hex	+4/+5/+6	d10+4

*- Ignore armour, no overkill

Speed (accn) (3)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	2/3	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Turn delay	1/2	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
No. of turns	3+	2+8	3+6	3+3	3	3	2+2	2	2	1+5	1+4	1+4	1+3	1+2	1+2	

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+2														
1. Battle laser	6														
2. Battle laser	6														
3. Battle laser	6														
4. Matter Cannon	4														
5. Matter Cannon	4														
6. Twin Array	2														
7. Twin Array	2														
8. Twin Array	2														
9. Twin Array	2														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	10 / 12														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															