



# Centauri Internus Derednought



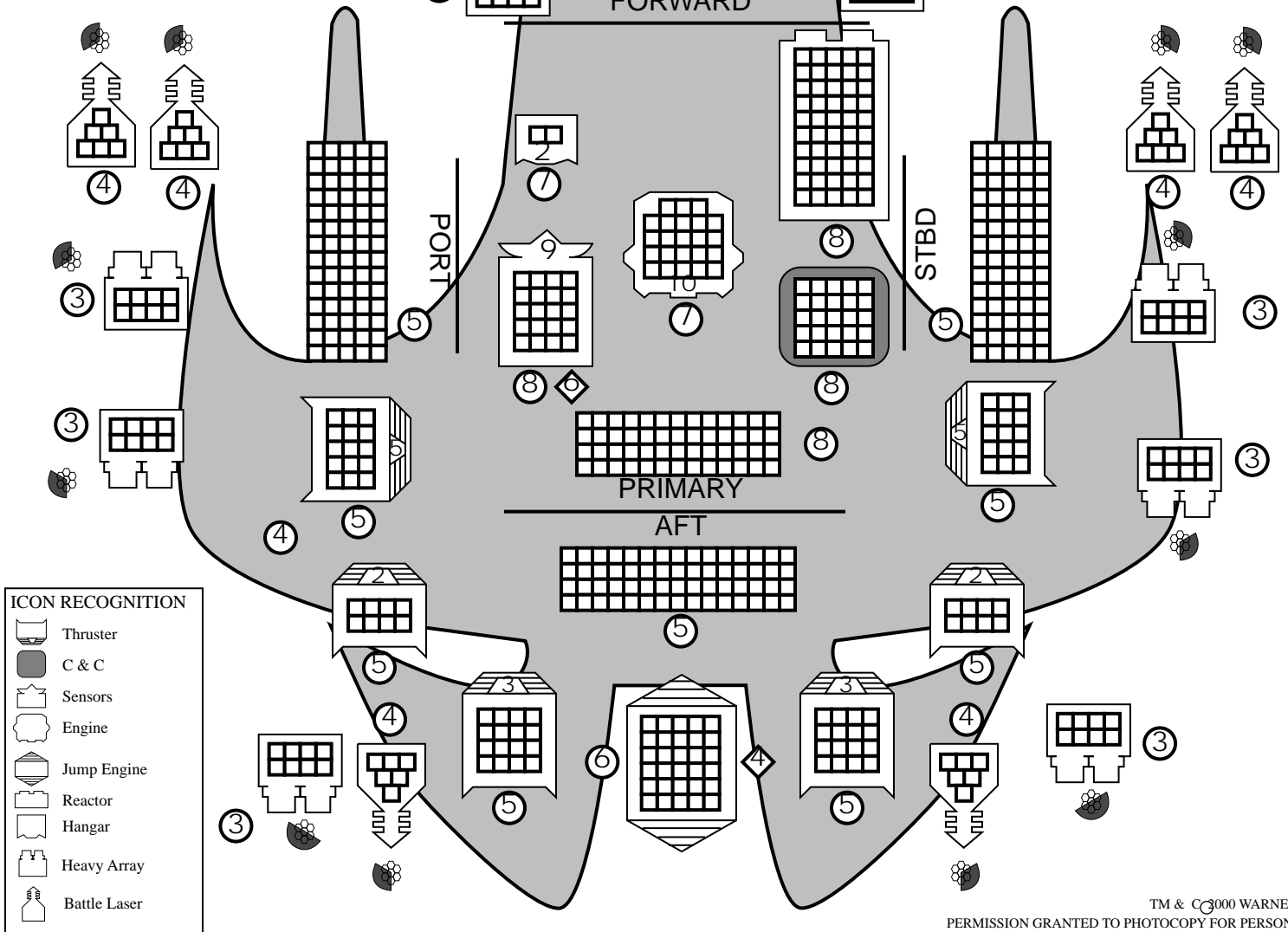
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2202	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 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	
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	
Heavy Array	
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	

FORWARD HITS
1-3:Retro Thrust
4-5:Matter Cannon
6-9:Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-3:Port/Stb Thrust
4-6:Battle Laser
7-8:Matter Cannon
9-10:Twin Array
11-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-4:Main Thrust
5-6:Battle Laser
7-8:Matter Cannon
9-10:Twin Array
11-12: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

SPECIAL NOTES	
Restricted Deployment (10%)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Heavy Array
	Battle Laser