

Federation Centaur Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2310	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value: 500	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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	
Medium Phaser Bank	Class: Molecular
Mode: R, S	Damage: 3d10+5
Range Penalty: -1 per 2 hexes	Fire Control: +3/+3/+2
Intercept Rating: -2	Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	

FORWARD HITS	
1-2:	Deflector Shield
3-5:	Photon Torpedo
6-8:	Medium Phaser
9-10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

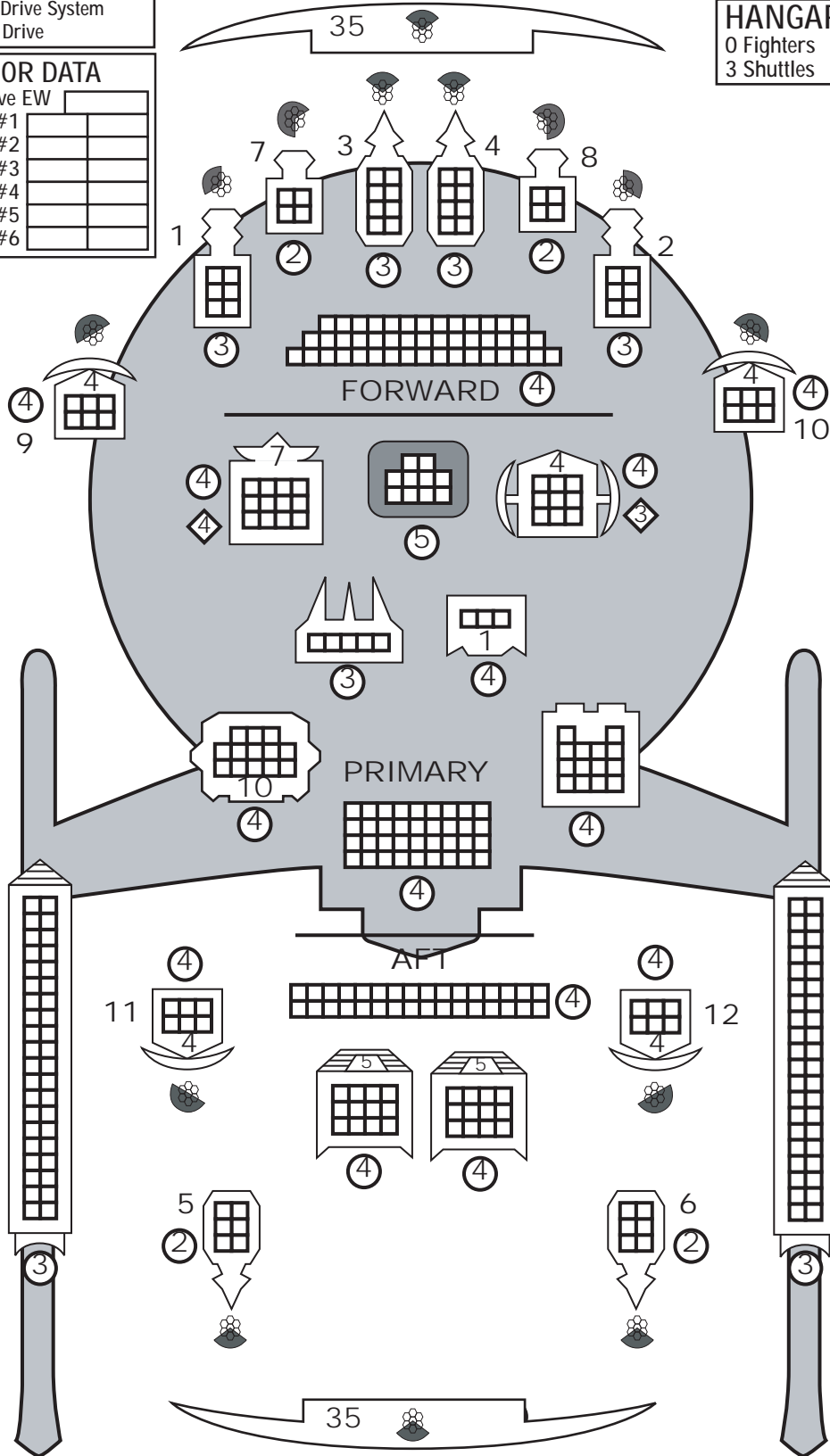
SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-4:	Impulse Thrust
5-6:	Deflector Shield
7-8:	Lt Photon Torpedo
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit

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

PRIMARY HITS	
1-10:	Primary Structure
11:	Shield Generator
12:	Tractor Beam
13:	Hangar
14-15:	Sensors
16-17:	Engine
18-19:	Reactor
20:	C&C

HANGAR	
0 Fighters	
3 Shuttles	



Light Phaser Bank	
Class: Molecular	Mode: Standard
Damage: 1d10+4	Range Penalty: -1 per hex
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

Photon Torpedo	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 20
Max Range: 50 hexes	Fire Control: +4/+2/-3
Intercept Rating: n/a	Rate of Fire: 1 per 2 turns

Light Photon Torpedo	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 10
Range Penalty: None	Max Range: 35 hexes
Fire Control: +3/+1/-2	Intercept Rating: n/a
Rate of Fire: 1 per 2 turns	

ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser
	Photon Torpedo

Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	