

Version 3: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Centauri Primus Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 2202  
Point Value: 830  
Ramming Factor: 260  
Jump Delay: 16 Turns

## MANEUVERING


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


## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 2/1  
Extra Power: +4  
Initiative Bonus: +0

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	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

**LR Heavy Array**   
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 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  
4-7: Twin Array  
8-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-7: LR Heavy Array  
8-11: Twin Array  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-12: 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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

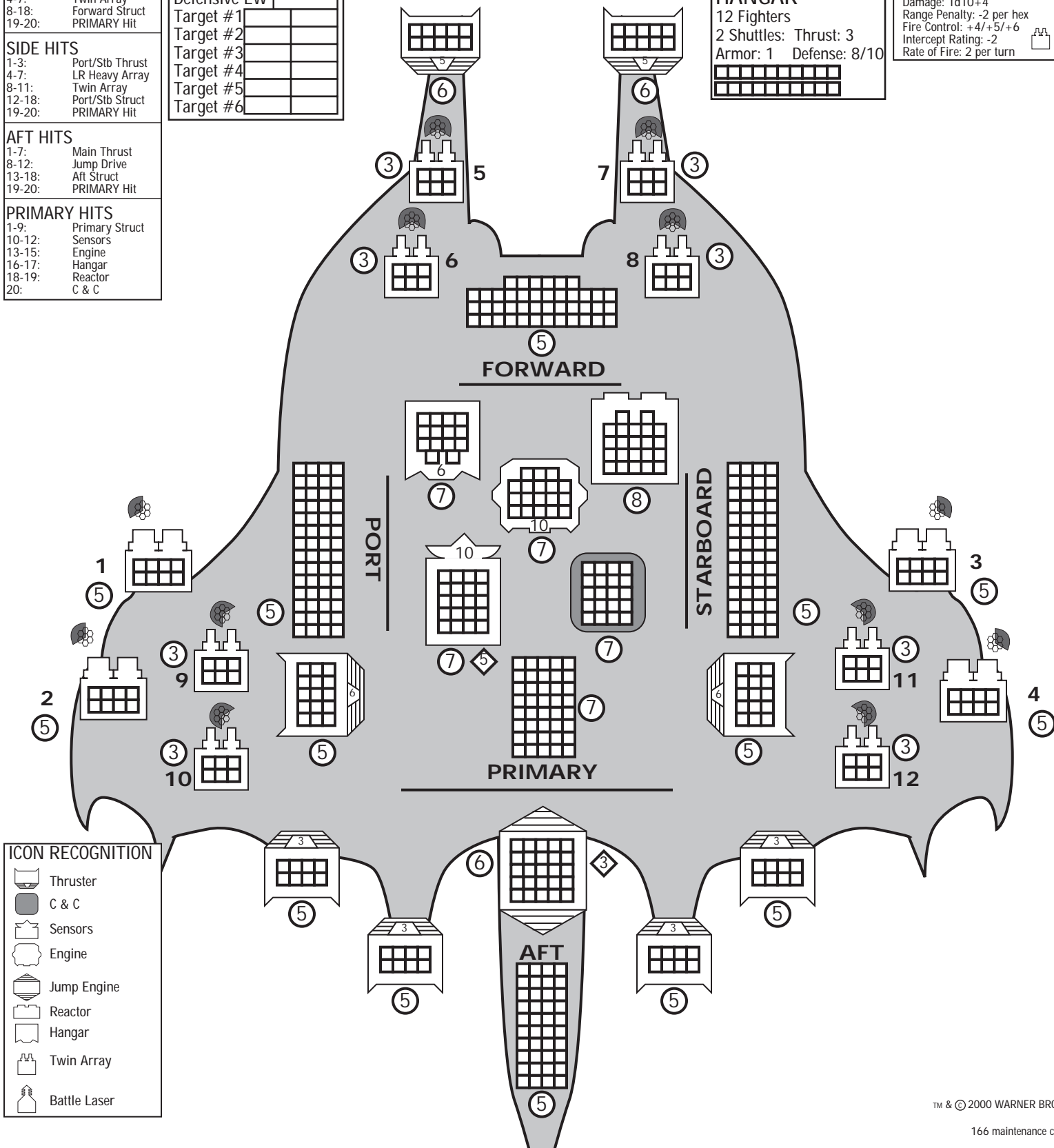
Target #4

Target #5










Target #6

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

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