

Version 3: 2E/SF

Name: _____ Counter: _____



Centauri Primus Battlecruiser

SPECS

Class: Capital Ship
In Service: 2202
Point Value: 900
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: 0
Initiative Bonus: +0

WEAPON DATA

Twin Pulse Array
Class: Particle
Mode: Pulse
Damage: 10 1d3 times
Max Pulses: 3
Pulse Grouping: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+0
Intercept Rating: -3
Rate of Fire: 1 per turn
Special: On first 'Reduced Damage' crit, reduce ROF to 1 per 2 turns.

FORWARD HITS

1-3: Retro Thrust
4-7: Twin Pulse Array
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Twin Array
10-18: 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

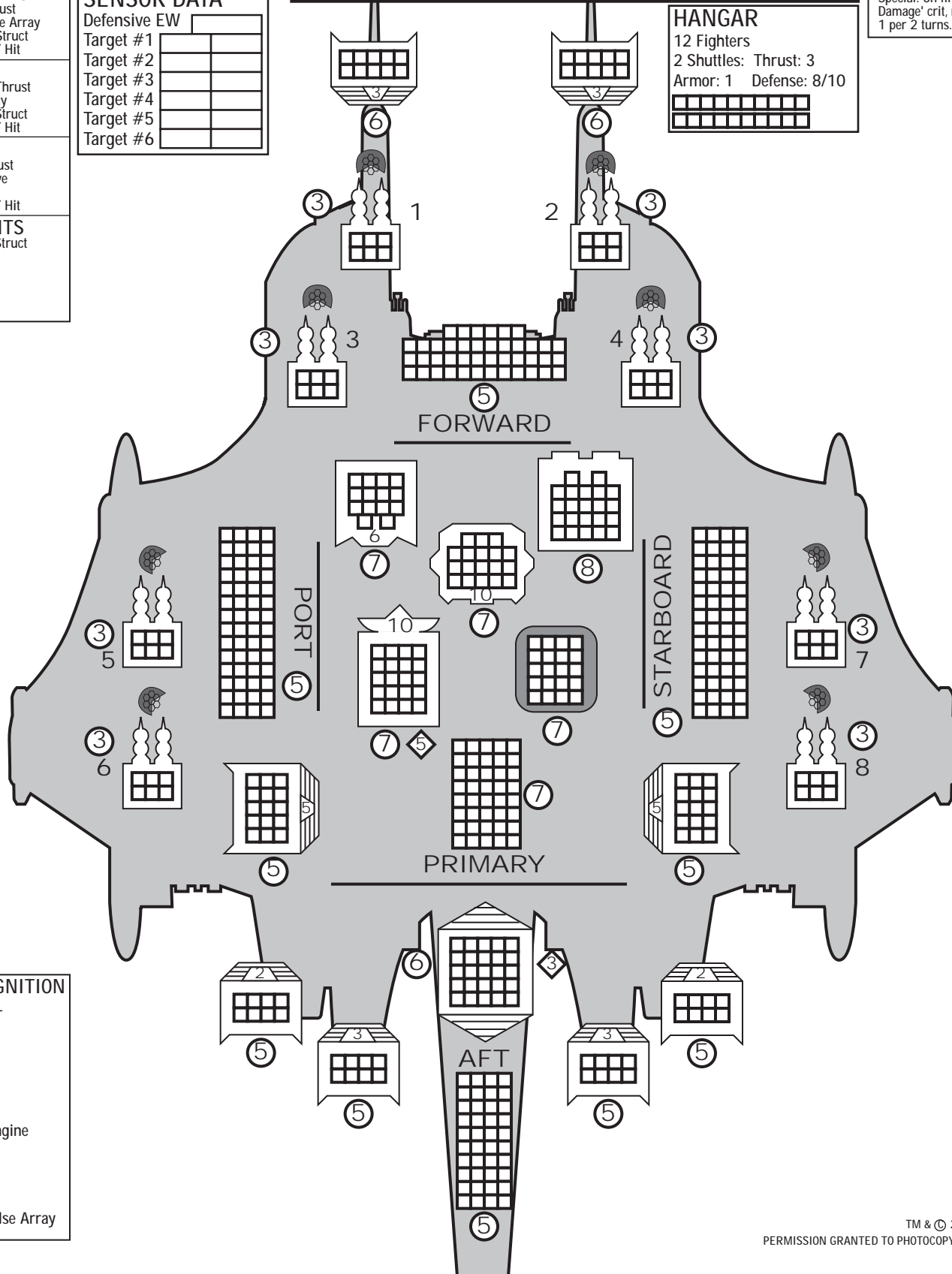
Target #5

Target #6

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Pulse Array