

Centauri Tempestus Dreadnaught

SPECS

Classification: Capital
In Service: 2215
Point Value: 1800
Ramming Factor: 560
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5
Pivot Cost: 5 + 5
Roll Cost: 4+4

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Battle Laser
Class: Laser
Mode: 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

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

Matter Cannon
Class: Matter
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

SENSOR DATA

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

HANGAR

24 Fighters (Rutarian Capable)
2 Shuttle Thrust: 4
Armor: 0 Defense: 9/10

FORWARD HITS

1-3: Retro Thrust
4-5: Battle Laser
6-7: Twin Array
8-9: Matter Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Battle Laser
6-7: Twin Array
8-9: Matter Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Battle Laser
7-8: Twin Array
9-12: Jump Drive
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

