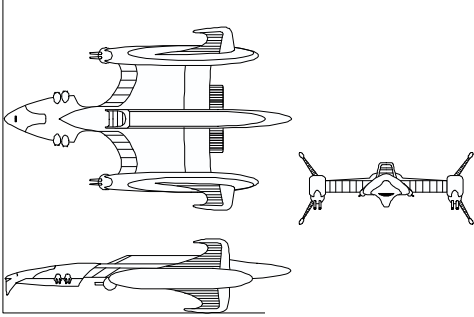


Centauri Decurion Assault Cruiser



Rev: 1.1

SPECS

Classification: Capital
In Service: 2213
Point Value: 700
Ramming Factor: 250
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 1/2 x Speed
Accel/Decel Cost: 3
Pivot Cost: 3+3
Roll Cost: 2+2

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

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

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

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -1/-1/+8
Range Penalty: -3 per hex

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

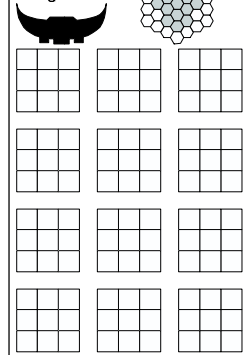
SENSOR DATA

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

HANGAR
0 Fighters
2 Shuttles
Armor: 0
Defense: 9/10

LARISI ASSAULT SHUTTLES

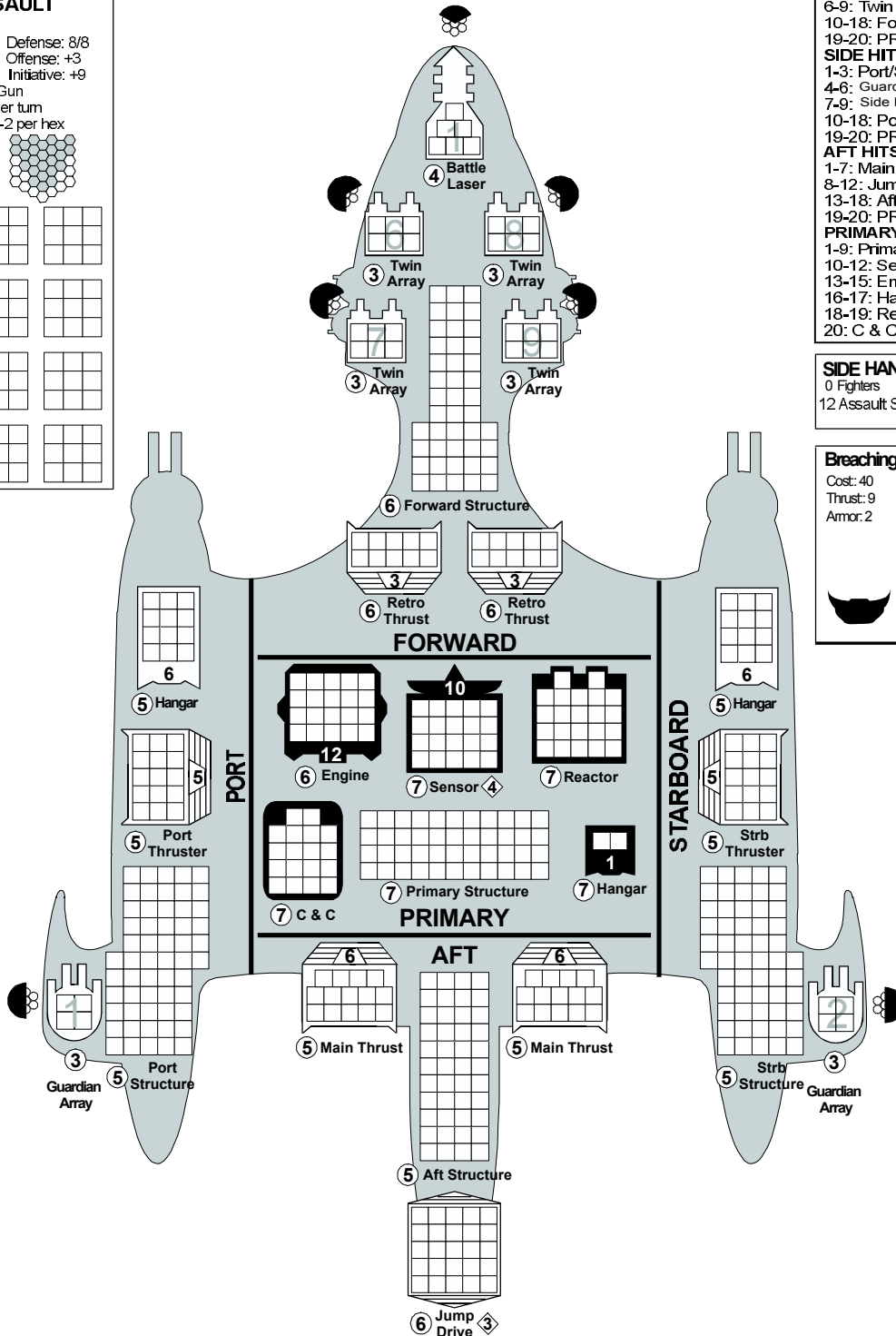
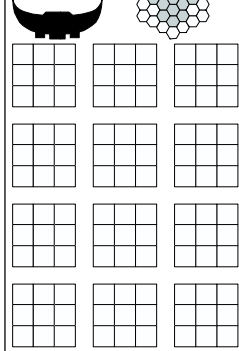
Cost: 30
Thrust: 8
Armor: 1
Defense: 8/8
Offense: +3
Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc:



Fighters						
Roll	1	2	3	4	5	6
5+ above	0	0	0	0	0	0
3-4 above	0	0	1	1	1	1
1-2 above	0	1	1	1	2	2
0-2 below	1	1	2	2	3	3
3-4 below	1	1	2	3	3	4
5-6 below	1	2	3	3	4	5
7+ below	1	2	3	4	5	6

LARISI ASSAULT SHUTTLES

Cost: 30
Thrust: 8
Armor: 1
Defense: 8/8
Offense: +3
Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc:



FORWARD HITS

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

SIDE HITS

1-3: Port/Strb Thrust
4-6: Guardian Array
7-9: Side Hangar
10-18: Port/Strb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-12: 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

SIDE HANGARS

0 Fighters
12 Assault Shuttles

Breaching Pod

Cost: 40
Thrust: 9
Armor: 2
Defense: 9/8
Offensive: 0
Initiative: +9

