

# Centauri Tertius Assault Cruiser

## SPecs

Classification: Capital Ship  
 In Service: 2255  
 Point Value: 9 5 0  
 Ramming Factor: 260  
 Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 2/3 x Speed  
 Turn Delay: 2/3 x Speed  
 Accel/Decel Cost: 3  
 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: +2  
 Initiative Bonus: +0

## WEAPON DATA

**Heavy Array**  
 Class: Particle 4  
 Mode: Standard  
 Damage: 2d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +4/+3/+2  
 Intercept Rating: -2  
 Rate of Fire: 2 per turn

**Plasma Accelerator**  
 Class: Plasma 5  
 Mode: Standard  
 Damage: 4d10+12 (-1 per hex)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/4  
 Intercept Rating: NA  
 Rate of Fire: 1 per 3 turns  
*Special Can fire at an accelerated ROF for less damage as shown below:*  
 1 per turn 1d10+4 - 1/hex  
 1 per 2 turns 2d10+6 - 1/hex

**Twin Array**  
 Class: Particle 2  
 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**

6 Fighters	Thrust: 4
2 Shuttles	Defense: 9/10
Armor: 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

## FORWARD HITS

1-3: Retro Thrust  
 4-7: Plasma Accelerator  
 8-18: Forward Structure  
 19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Strb Thruster  
 4-5: Heavy Array  
 6-9: Twin Array  
 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

Rev: 1.0

