INITIATIVE

SPEED

Name: Counter:

Centauri Telus Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service:2253	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:925	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor:255	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay:16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11

FORWARD HITS
- 1-3: Retro Thrust
- 4-5: Heavy Array
- 6-9: Twin Array
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS
- 1-4: Port / Stb Thrust
- 5-6: Battle Laser
- 7-8: Heavy Array
- 9-10: Twin Array
- 11-18: Port / Stb Struct
- 19-20: PRIMARY Hit

AFT HITS
- 1-6: Main Thrust
- 7-8: Twin Array
- 9-12: 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		

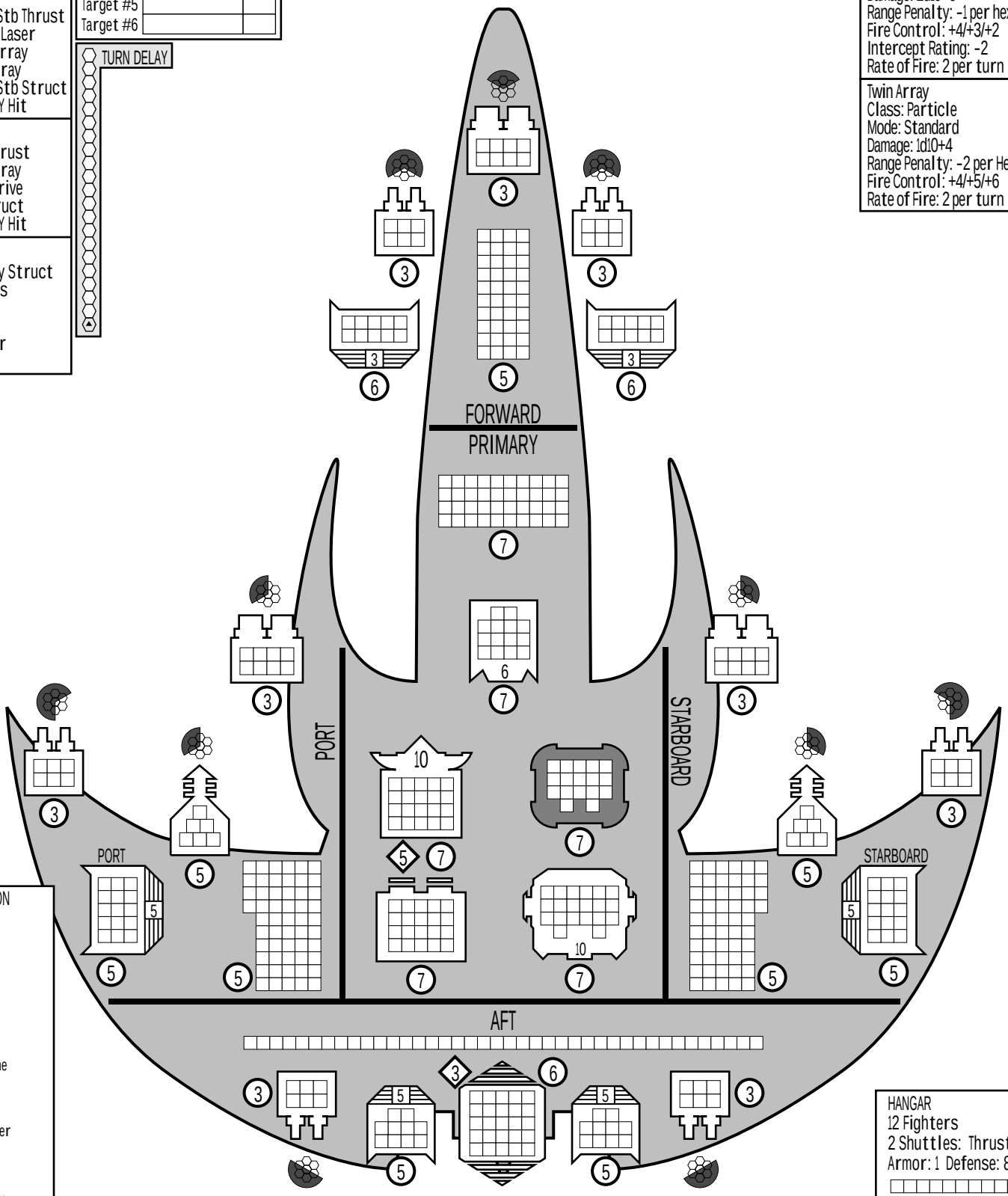
TURN DELAY

WEAPON DATA

Battle Laser (6)
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

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

Twin Array (2)
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per Hex
Fire Control: +4/+5/+6
Rate of Fire: 2 per turn



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

HANGAR
12 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 8/10