



Centaur Support Ship

SPECS

Class: Heavy Fighter In Service: 2318 Point Value: 20 each Ramming Factor: 22 Jinking Limit: 6 Lvls

MANEUVERING

Turn Cost: 1/3 Speed Turn Delay: 0

Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 6 Stb/Port Defense: 8 Free Thrust: 10 Offensive Bonus: N/A Initiative Bonus: +14



WEAPON LOADOUTS NONE

Shielding System Cannot boost shield recharge through any means.

Repair System
Repairs fighters during docking
operation. Structure and/or
armour is not repaired. Rather any current structure damage reducing structure below ten is ignored in future drop out rolls Instead new damage is subtracted from ten in order to determine drop-out number.



SPECIAL NOTES

Jump Delay: 26 Turns May carry up to 150 points worth of fighter missiles. Variety need not be specified.

