Centauri War Cruiser

Craft: Centauri Republic War Cruiser
Type: Medium cruiser
Scale: Capital
Length: 410.3 meters
Skill: Capital ship piloting: Centauri war cruiser
Crew: 297, gunners: 26, skeleton: 20/+10
Crew Skill: Astrogation 4D+1, capital ship gunnery 5D, capital ship
        piloting 5D, sensors 4D
Passengers: 150 (troops)
Cargo Capacity: 4,500 metric tons
Consumables: 3 years
Hyperdrive Multiplier: x2
Nav Computer: Yes
Manuverability: 2D+1
Space: 7
Hull: 6D
Sensors:
        Passive: 30/1D
        Scan: 85/2D
        Search: 110/3D
        Focus: 3/3D+2
Weapons:
Heavy Pulse Cannon
        Fire Arc: Front
        Crew: 3
        Skill: Capital ship gunnery
        Fire Control: 3D+1
        Space Range: 1-10/25/60
        Atmosphere Range: 2-20/50/120 km
        Damage: 9D
10 Pulse Cannons
        Fire Arc: 3 front, 3 right, 3 left, 1 back
        Crew: 2
        Skill: Capital ship gunnery
        Fire Control: 2D
        Space Range: 1-8/20/45
        Atmosphere Range: 2-16/40/90 km

Damage: 7D
3 Missile Batteries
    Fire Arc: 1 front, 1 left, 1 right
    Crew: 1
    Skill: Capital ship gunnery
    Fire Control: 2D+2
    Space Range: 1-5/20/50
    Atmosphere Range: 2-10/40/100 km
    Damage: 8D

Starfighter Complement: 8 Centauri Fighters

The Warcruiser is smaller than the battle cruiser, but quite deadly. It is
not known weither it has artificial gravity on board, but it does have a
jump-point generator. War cruisers are also quite maneuverable. The main
body of Warcruiser has forward pointing "wings" sticking out on the top,
bottom, right, and left side. The front of the ship has a beak-like shape
where the main weapon is located. War cruisers mostly attack in groups of
two or more.