

Name: GTS Centaur Type: Galactic Terran Alliance Centaur Class Support Ship Scale: Starfighter Length: 26 Meters Skill: Space Transports - Centaur Crew: 2 Crew Skill: Space Transports 6D, Starfighter Repair 5D+2 Consumables: 1 Month Cargo Capacity: 25 Tonnes Hyperdrive Multiplier: x1 Hyperdrive Backup: No Nav Computer: Yes Space: 10 Atmosphere: 450;1200kmh Maneuverability: 1D Hull: 5D Shields: 0D Sensors: Passive: 35/1D Scan: 50/2D



Weapons:*

Search: 70/3D Focus: 3/3D+2

*: The Centaur carries no weapon launchers, but it's cargo usually is comprised of various warheads and missiles to resupply fighters and bombers during a battle, this makes is a volatile and tempting target for enemy attack.

Description: The Centaur support ship is designed to get in and out of battle as quick as possible. It is fast, and quite maneuverable, allowing it to dock with fighters in a minimum amount of time. Most notable about the Centaur, however, is its extremely large explosion radius. The amount of warheads carried on a support ship makes it very dangerous to be close to an exploding Centaur.

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