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

      Search: 70/3D

      Focus: 3/3D+2

Weapons:*

*: 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.