

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 whether 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.

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Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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