## Enter Starship Name

592

I.D.

**Primus Battlecruiser-class** *Mass: 219.4 Kmt* *Crew: 864*

**Centauri Republic Battlecruiser (2202)**

| Hull 11 | Engines 4 | Defenses |
|---|---|---|
| ❑❑❑❑❑ ❑❑❑❑❑ ❑ | ❑❑❑❑ | *Kinetic* ❑❑ *Energy* ❑❑❑❑ *Ballistic* ❑❑❑❑ |

| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
| HQ | Ea | H | S | H | Q |

**Battery A**

| Weapon Type | Range | | | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|---|---|
| Battle Laser | 1-5 | 6-10 | 11-15 | 3+ | 1 | 3 | 1 |

Energy — *Re-Rolls Penetration Dice*

| AC | AC | BD | BD |
|---|---|---|---|
| ❑ | ❑ | ❑ | ❑ |

**Battery B**

| Weapon Type | Range | | | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|---|---|
| Twin Array | 1-3 | 4-6 | 7-9 | 4+ | 3 | 1 | 1 |

Energy

| ABCD | ABCD | ABCD | ABCD | ABCE | ABCE | ABDF | ABDF |
|---|---|---|---|---|---|---|---|
| ❑ | ❑ | ❑ | ❑ | ❑ | ❑ | ❑ | ❑ |

**Battery C**

| Weapon Type | Range | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|

**Battery D**

| Weapon Type | Range | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|

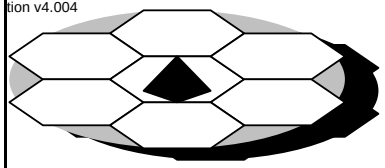
**Special Equipment**

| | | |
|---|---|---|
| Jump Engine ❑ | Anti-Fighter Batteries ❑ | Security Team ❑❑❑❑❑ ❑❑❑ |
| Marine Squad ❑ | Fighter Bay ❑❑ | Long Range Sensors ❑ |

**Movement Orders**

| | |
|---|---|
| 1 | 6 |
| 2 | 7 |
| 3 | 8 |
| 4 | 9 |
| 5 | 10 |

tion v4.004



**Tech Levels** Eng: 0 Wep: 0 Def: 0 Equip: 0

| VBAM Stats | Cost | Maint | DV | AS | AF | CR | CC | | Ftr Cst |
|---|---|---|---|---|---|---|---|---|---|
| Gunship | 11.25 | 2/2 | 9 | 13 | 7 | 8 | 3 | | 0.6667 |
| 2 x Light Fst Fighter E (Med)(C:1/3,M:1/18,DV:1,AS:1,AF:1) | | | | | | | | | |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| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
| HQ | Ea | H | S | H | Q |

**Battery A**

| Weapon Type | Range | | | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|---|---|
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Energy — *Re-Rolls Penetration Dice*

| AC | AC | BD | BD |
|---|---|---|---|
| ❑ | ❑ | ❑ | ❑ |

**Battery B**

| Weapon Type | Range | | | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|---|---|
| Twin Array | 1-3 | 4-6 | 7-9 | 4+ | 3 | 1 | 1 |

Energy

| ABCD | ABCD | ABCD | ABCD | ABCE | ABCE | ABDF | ABDF |
|---|---|---|---|---|---|---|---|
| ❑ | ❑ | ❑ | ❑ | ❑ | ❑ | ❑ | ❑ |

**Battery C**

| Weapon Type | Range | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|

**Battery D**

| Weapon Type | Range | To-Hit | ROF | PEN | DMG |
|---|---|---|---|---|---|

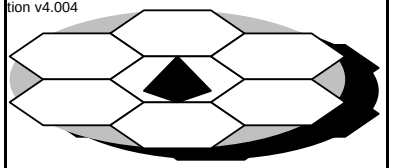
**Special Equipment**

| | | |
|---|---|---|
| Jump Engine ❑ | Anti-Fighter Batteries ❑ | Security Team ❑❑❑❑❑ ❑❑❑ |
| Marine Squad ❑ | Fighter Bay ❑❑ | Long Range Sensors ❑ |

**Movement Orders**

| | |
|---|---|
| 1 | 6 |
| 2 | 7 |
| 3 | 8 |
| 4 | 9 |
| 5 | 10 |

tion v4.004



**Tech Levels** Eng: 0 Wep: 0 Def: 0 Equip: 0

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