

Centauri Octurion-B Battleship

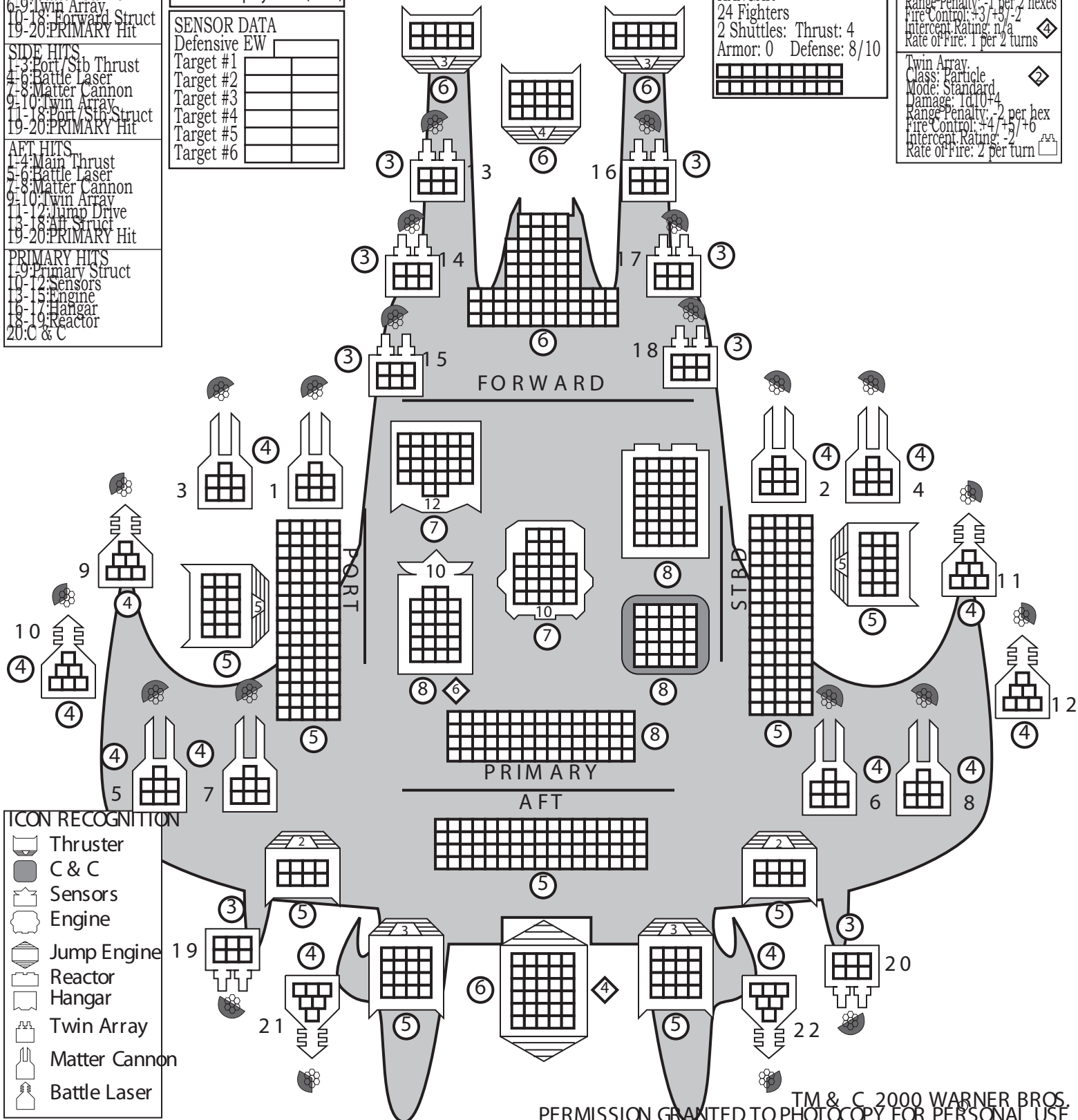
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2202	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value: 1400	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+5/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -1
Rate of Fire: 2 per turn

FORWARD HITS
1-3: Retro Thrust
4-5: Matter Cannon
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-6: Battle Laser
7-8: Matter Cannon
9-10: Twin Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-4: Main Thrust
5-6: Battle Laser
7-8: Matter Cannon
9-10: Twin Array
11-12: Jump Drive
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-19: Hangar
20: C & C

SPECIAL NOTES
Limited Deployment (33%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
24 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Array
Matter Cannon
Battle Laser