

Centauri Pyrus Heavy Warship



SPECS

Class: Capital Ship
In Service:
Point Value:
Ramming Factor: 200
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

WEAPON DATA

Plasma Pulse Accelerator

Class: Plasma
Mode: Pulse
Damage: 15 1d3 times
(-1 per 2 hexes)
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per 2 turns: 1d2 times
(-1 per hex)
Pulse Grouping: +1 per 5
1 per turn: 1 time
(-1 per hex)
no pulse grouping bonus

Ionic Pulse Array

Class: Particle
Mode: Pulse
Damage: 10 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+1
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+4/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: PI Pulse Accelerator
7-9: Ionic Pulse Array
10-11: Hangar
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Strb Thruster
5-7: Ionic Pulse Array
8-10: Twin Array
12-18: Port/Strb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Main Thrust
10: Jump Engine
11: HK Control System
12: Tractor Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Special Hull Arrangement
(No Aft Hits)

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

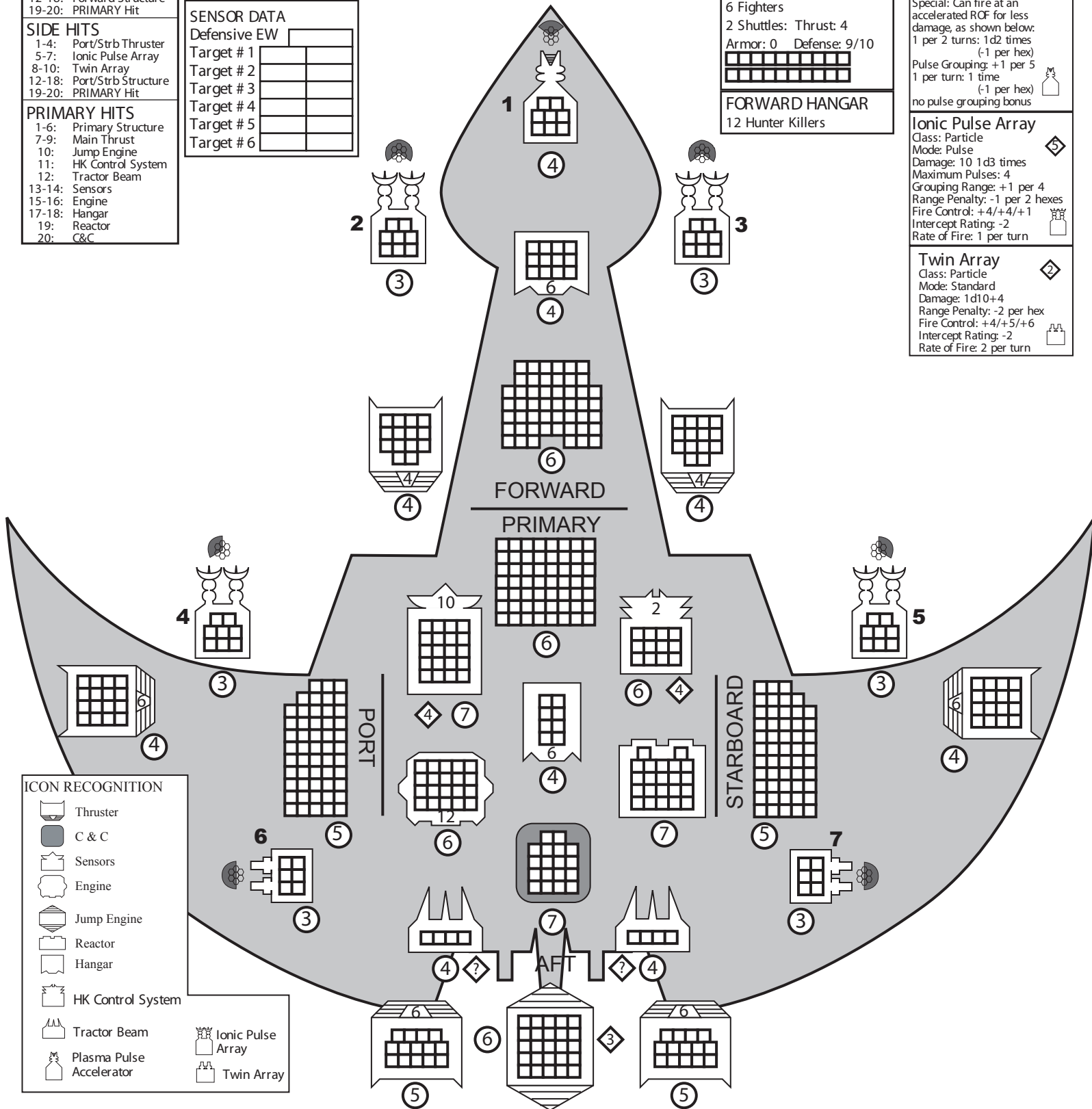
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

MAIN HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

FORWARD HANGAR

12 Hunter Killers



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- HK Control System
- Tractor Beam
- Plasma Pulse Accelerator
- Ionic Pulse Array
- Twin Array