

Centauri Demos Heavy Warships

SPECS

Classification : HCV
In Service : 2241
Point Value : 575
Ramming Factor : 140
Jump Delay : 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defence : 12
Stb/Port Defence : 2/1
Engine Efficiency : 2/1
Extra Power : +2
Initiative Bonus : +6

WEAPON DATA

Plasma Accelerator
Class : Plasma
Mode : Standard
Damage : 4d10+12 (-1 per hex)
Range Penalty : -1 per hex
Fire Control : +3/+1/-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 turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex*

Ballistic Torpedo
Class : Ballistic
Mode : Standard
Damage : 2d10
Range Penalty : None
Fire Control : +4/+3/+0
Intercept Rating : n/a
Rate of Fire : 1 per turn
Special: Can hold up to six shots and fire them all once or separately. See Rules.

Heavy Array
Class : Particle
Mode : Standard
Damage : 2d10+6
Range Penalty : -1 per hex
Fire Control : +4/+3/+2
Intercept Rating : -2
Rate of Fire : 2 per turn

FORWARD HITS
1-3 : Retro Thruster
4 : Plasma Accelerator
5 : Ballistic Torpedo
6-9 : Heavy Array
10-18 : Port/Stb Structure
19-20 : PRIMARY Hit

AFT HITS
1-5 : Main Thruster
6-9 : Jump Drive
10-18 : Aft Structure
19-20 : PRIMARY Hit

PRIMARY HITS
1-7 : Primary Structure
8-10 : Port/Stb Thruster
11-12 : Sensors
13-15 : Engine
16-17 : Hangar
18-19 : Reactor
20 : C & C

