

Centauri Optine Battlecruiser

SPECS

Class: Capital Ship
In Service: 1840
Point Value: 665
Ramming Value: 220
Jump Delay: 20 turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

ARMOR REFIT

System	1840	1966	2005
Retro Thrust	3	4	4
Center Main Thrust	3	4	4
Port/Stb Main Thrust	2	3	4
Jump Drive	4	4	5

SENSOR REFIT

Sensor Rating	7	8	8
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WEAPON DATA

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Tactical Laser

Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Projector

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

Lt Particle Beam

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

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-8: Imperial/Assault Laser
9: Particle Weapon
10-11: Tactical/Assault Laser
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Imperial/Assault Laser
7-8: Particle Weapon
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Jump Drive
9-10: Tactical/Assault Laser
11-12: Particle Weapon
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

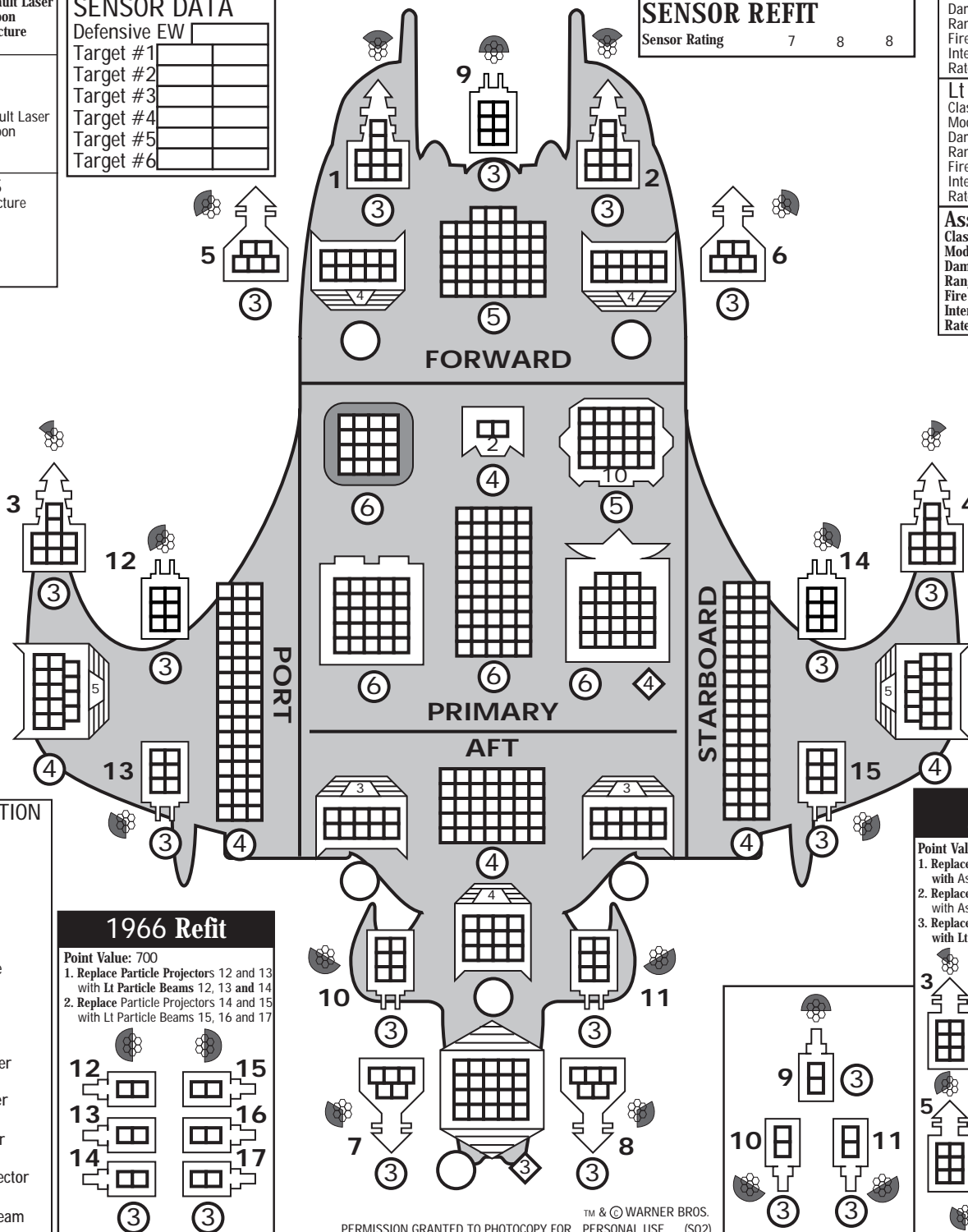
HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 10/11



SENSOR DATA

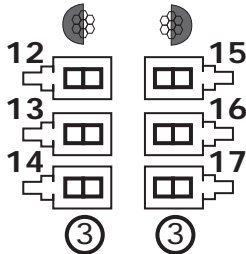
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



1966 Refit

Point Value: 700

1. Replace Particle Projectors 12 and 13 with Lt Particle Beams 12, 13 and 14
2. Replace Particle Projectors 14 and 15 with Lt Particle Beams 15, 16 and 17

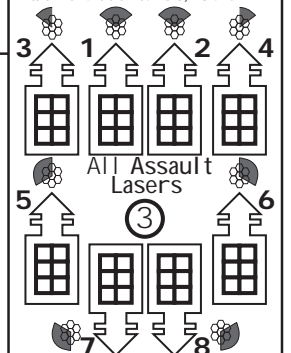


2005 Refit

(includes 1966 Refit)

Point Value: 750

1. Replace Imperial Lasers 1, 2, 3 and 4 with Assault Lasers 1, 2, 3 and 4
2. Replace Tactical Lasers 5, 6, 7 and 8 with Assault Lasers 5, 6, 7 and 8
3. Replace Particle Projectors 9, 10 and 11 with Lt Particle Beams 9, 10 and 11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Particle Projector
- Lt Particle Beam