

Centauri Octen Assault Cruiser



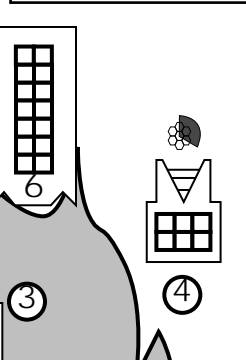
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2257	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: +4
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Twin Array	◆
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

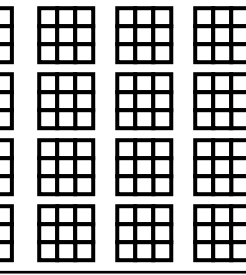
Heavy Array	◆
Class: Particle	
Mode: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

Lt Plasma Accelerator	◆
Class: Plasma	
Modes: Standard	
Damage: 3d10+8 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +2/+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+2 -1/hex	
1 per 2 turns: 2d10+5 -1/hex	

CENTAURI BREACHING POD	
Cost: 40	Defense: 9/8
Thrust: 9	Offense: 0
Armor: 2	Initiative: +9
No Weapons	



LARISI ASSAULT SHUTTLES	
Cost: 30	Defense: 8/8
Thrust: 8	Offense: +3
Armor: 1	Initiative: +9
1 Light Particle Gun	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+2	
Firing Arc:	



FORWARD HITS
1-3: Retro Thrust
4-7: Twin Array
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Lt Plasma Accelerator
6-7: Hangar
8-11: Heavy Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-12: Jump Drive
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

HANGAR	
12 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1	Defense: 8/10

SIDE HANGARS	
2 Breaching Pods	
12 Assault Shuttles Each	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Lt Plasma Accelerator
	Heavy Array

