

Centauri Septarian Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2175	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: -5
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	
Plasma Stream	◆
Class: Plasma	
Modes: Raking (5)	
Damage: 3d10+4 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +2/+2/-4	
Intercept Rating: n/a	☹
Rate of Fire: 1 per 2 turns	
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.	

FORWARD HITS
 1-3:Retro Thrust
 4-5:Lt Plasma Accelerator
 6-9:Twin Array
 10-18: Forward Struct
 19-20:PRIMARY Hit

SIDE HITS
 1-3:Port/Stb Thrust
 4-6:Plasma Accelerator
 7-8:Plasma Stream
 9-10:Twin Array
 11-18:Port/Stb Struct
 19-20:PRIMARY Hit

AFT HITS
 1-4:Main Thrust
 5-6:Plasma Accelerator
 7-8:Lt Plasma Accelerator
 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
 16-17:Hangar
 18-19:Reactor
 20:C & C

SPECIAL NOTES
 Limited Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

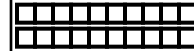
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



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	

Plasma Accelerator	◆
Class: Plasma	
Modes: 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	

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	

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Plasma Stream
- Plasma Accelerator
- Lt Plasma Accelerator

