

# Centauri Couror Honori Heavy Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2248	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 4
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

## WEAPON DATA

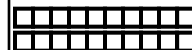
Heavy Array  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

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

Ballistic Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 2d10  
Range Penalty: None  
Max Range: 25 hexes  
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 at once or separately. See rules.

## HANGAR

6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10



## SENSOR DATA

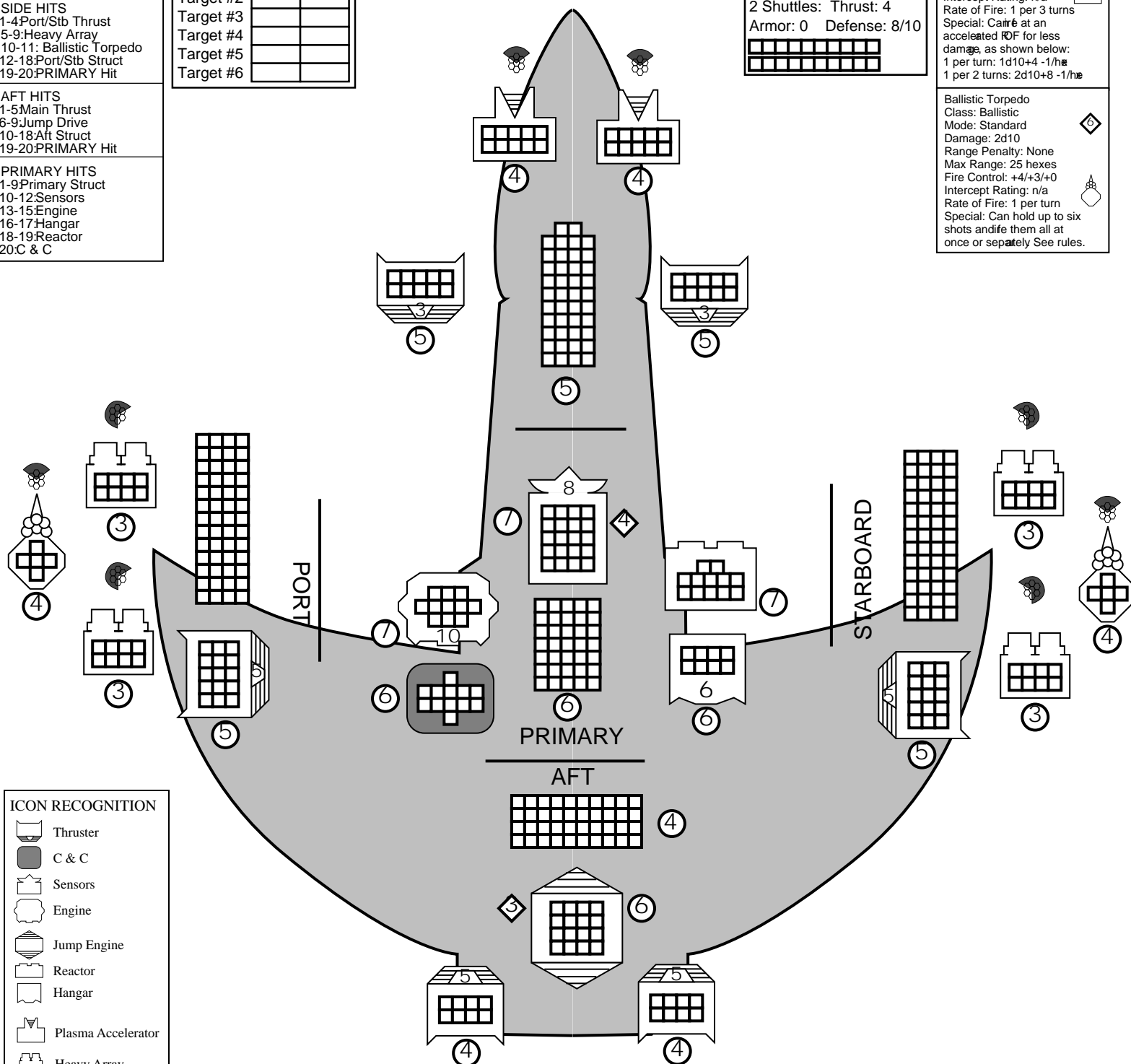
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**FORWARD BITS**  
1-4: Retro Thrust  
5-9: Plasma Accelerator  
10-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-9: Heavy Array  
10-11: Ballistic Torpedo  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-5: Main Thrust  
6-9: Jump Drive  
10-18: 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



## ICON RECOGNITION

