



Centauri Gravos Battle Warship



SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Capital Ship In Service: 2254 Point Value: Ramming Factor: Jump Delay: 16 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 1 Initiative Bonus: +6	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
Speed	1 2 3 4 5 6 7 8 9 10 11 12		
Turn Cost	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		

FORWARD HITS 1-3:Retro Thrust 4-6:Plasma Accelerator 7-9:Heavy Array 10:Ballistic Torpedo 11-18: Forward Struct 19-20:PRIMARY Hit	SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
SIDE HITS 1-4:Port/Stb Thrust 5-8:Heavy Array 9-10:Ballistic Torpedo 10-18:Port/Stb Struct 19-20:PRIMARY Hit	SPECIAL NOTES Unique Ship (2 vessels)
AFT HITS 1-6:Main Thrust 7-9: Plasma Accelerator 10-12:Jump Engine 13-18:Aft Struct 19-20:PRIMARY Hit	
PRIMARY HITS 1-10:Primary Struct 11-13:Sensors 14-15:Engine 16-17:Hangar 18-19:Reactor 20:C & C	

HANGAR 12 Fighters 2 Shuttle: Thrust: 4 Armor: 0 Defense: 8/10
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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	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.
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