



Centauri Quadros Class Heavy Battlecruiser



2ND EDITION

SPECS

Class: Capital Ship
In Service: 2262
Point Value:
Ramming Factor:
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: -16
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

Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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
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

FORWARD BITS
1-3 Retro Thrust
4-7 Heavy Array
8-10: Plasma Accelerator
11-18: Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-3 Port/Stb Thrust
4-7 Battle Laser
8-9: Plasma Accelerator
10-13: Heavy Array
13-18 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

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Battle Laser
- Heavy Array
- Plasma Accelerator

