

Centauri Ochtariate Battleship

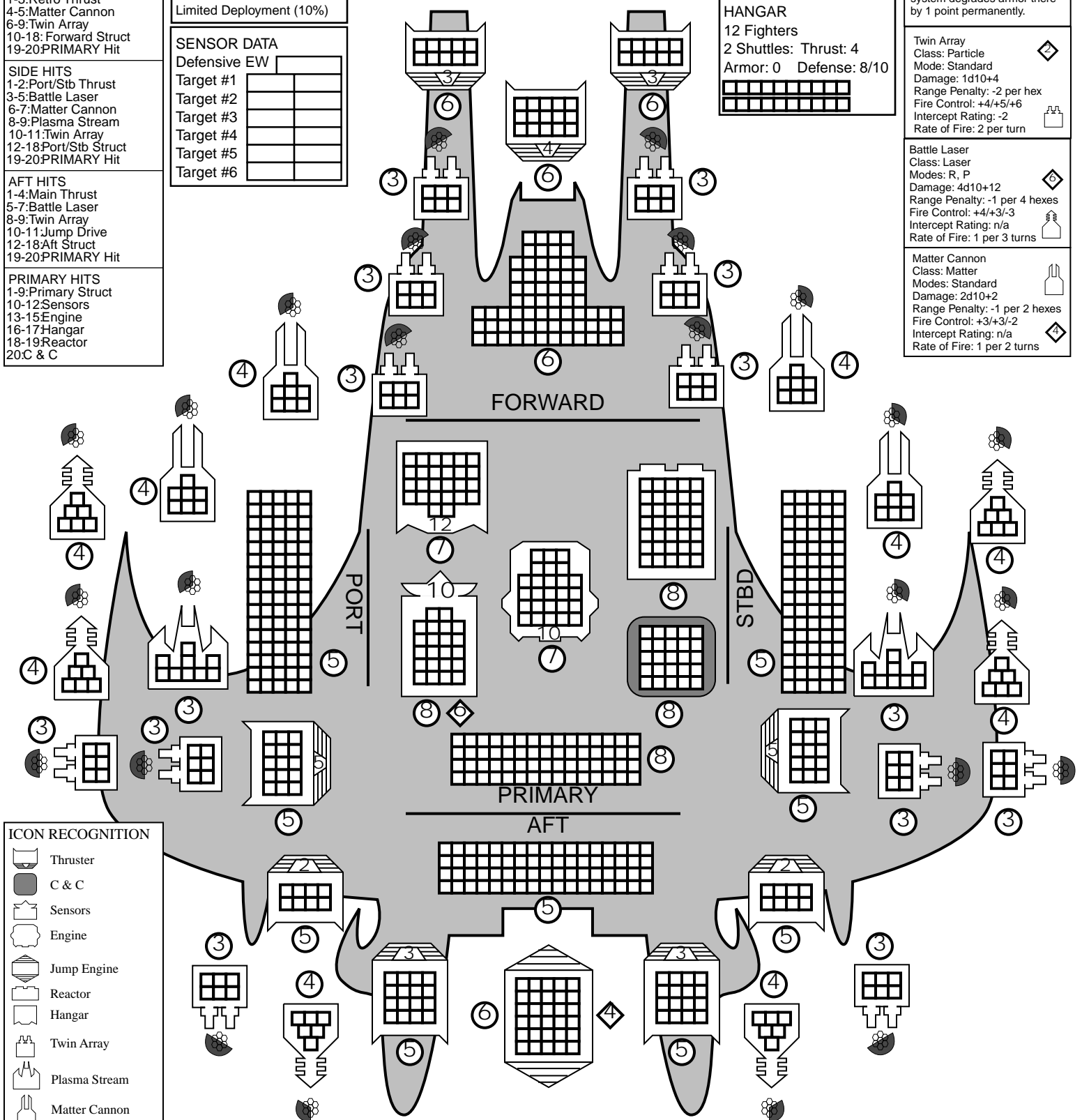
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2196	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
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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.	
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	
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	
Matter Cannon	◆
Class: Matter	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	✶
Rate of Fire: 1 per 2 turns	

FORWARD HITS
1-3: Retro Thrust
4-5: Matter Cannon
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-2: Port/Stb Thrust
3-5: Battle Laser
6-7: Matter Cannon
8-9: Plasma Stream
10-11: Twin Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-4: Main Thrust
5-7: Battle Laser
8-9: Twin Array
10-11: Jump Drive
12-18: 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	



ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Plasma Stream
	Matter Cannon
	Battle Laser