






Centauri Devlos Advanced Warship




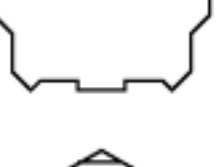



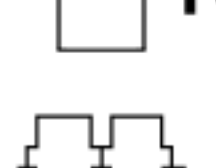
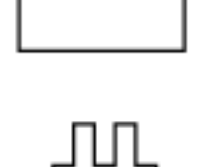

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2270	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value: 575	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 145	Pivot Cost: 2+2 Thrust	Extra Power: 2
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
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	

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
Ranged Plasma Accelerator 
Class: Plasma
Modes: Standard
Damage: 3d10+10 (-1 per hex)
Range Penalty: -1 per 2 hexes
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+3 -1/hex 1 per 2 turns: 2d10+6 -1/hex
Guardian Array 
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+8
Range Penalty: -3 per hex

FORWARD HITS
1-3: Retro Thrust
4-5: Ranged Plasma Accel
6: Guardian Array
7-9: Heavy Array
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-9: Jump Engine
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>

ICON RECOGNITION
 Thruster
 C & C
 Sensors
 Engine
 Jump Engine
 Reactor
 Hangar
 Ranged Plasma Accel
 Heavy Array
 Guardian Array

