



Centauri Octus Assault Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2256	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	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	
Twin Array	2
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	
Heavy Array	4
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	5
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	

FORWARD BITS
1-3 Retro Thrust
4-7 Twin Array
8-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-3 Port/Stb Thrust
4-5 Plasma Accelerator
6-7 Hangar
8-11 Heavy Array
12-18 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	
12 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	

SIDE HANGARS	
2 Breaching Pods	
12 Assault Shuttles Each	

CENTAURI BREACHING POD	
Cost: 40	Defense: 9/8
Thrust: 9	Offense: 0
Armor: 2	Initiative: +9
No Weapons	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Plasma Accelerator
	Heavy Array

LARISI ASSAULT SHUTTLES	
Cost: 30	Defense: 8/8
Thrust: 8	Offense: +3
Armor: 1	Initiative: +9
1 Light Particle Gun	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+2	
Firing Arc:	

