

## Centauri Covrus Battle Scout



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 13
In Service: 2235	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +3
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 2 2 3 3 4 4 5 5 6 6	

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	
Guardian Array	2
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	
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	
Heavy Particle Beam	2
Class: Matter	
Modes: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	












FORWARBITS
1-3Retro Thrust
4-5Guardian Array
6-9Twin Array
10-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-5Port/Stb Thrust
6-7:Hvy Particle Beam
8-9:Matter Cannon
10-17Port/Stb Struct
18-20PRIMARY Hit
AFT HITS
1-4Main Thrust
5-6Guardian Array
7-9Twin Array
10-12Jump Engine
13-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-12Sensors
13-15Engine
16-17Hangar
18-19Reactor
20:C & C

SPECIAL NOTES
ELINT Ship
Limited Deployment (33%)
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

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19-20PRIMARY Hit
SIDE HITS
1-5Port/Stb Thrust
6-7:Hvy Particle Beam
8-9:Matter Cannon
10-17Port/Stb Struct
18-20PRIMARY Hit
AFT HITS
1-4Main Thrust
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PRIMARY HITS
1-8Primary Struct
9-12Sensors
13-15Engine
16-17Hangar
18-19Reactor
20:C & C

ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Guardian Array
	Twin Array
	Heavy Particle Beam
	Matter Cannon

