







Centauri Oriovax Class Supercarrier



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 18
In Service: 2225	Turn Delay: 1xSpeed	Stb/Port Defense: 18
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	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
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	
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:Hangar
6-8:Twin Array
9-10:Guardian Array
11-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-2:Port/Stb Thrust
3-5:Hangar
6-8:Twin Array
9-10:Guardian Array
11-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-4:Main Thrust
5-9: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

MAIN HANGAR

24 Fighters
(Rutarian Capable)

2 Shuttles: Thrust: 4

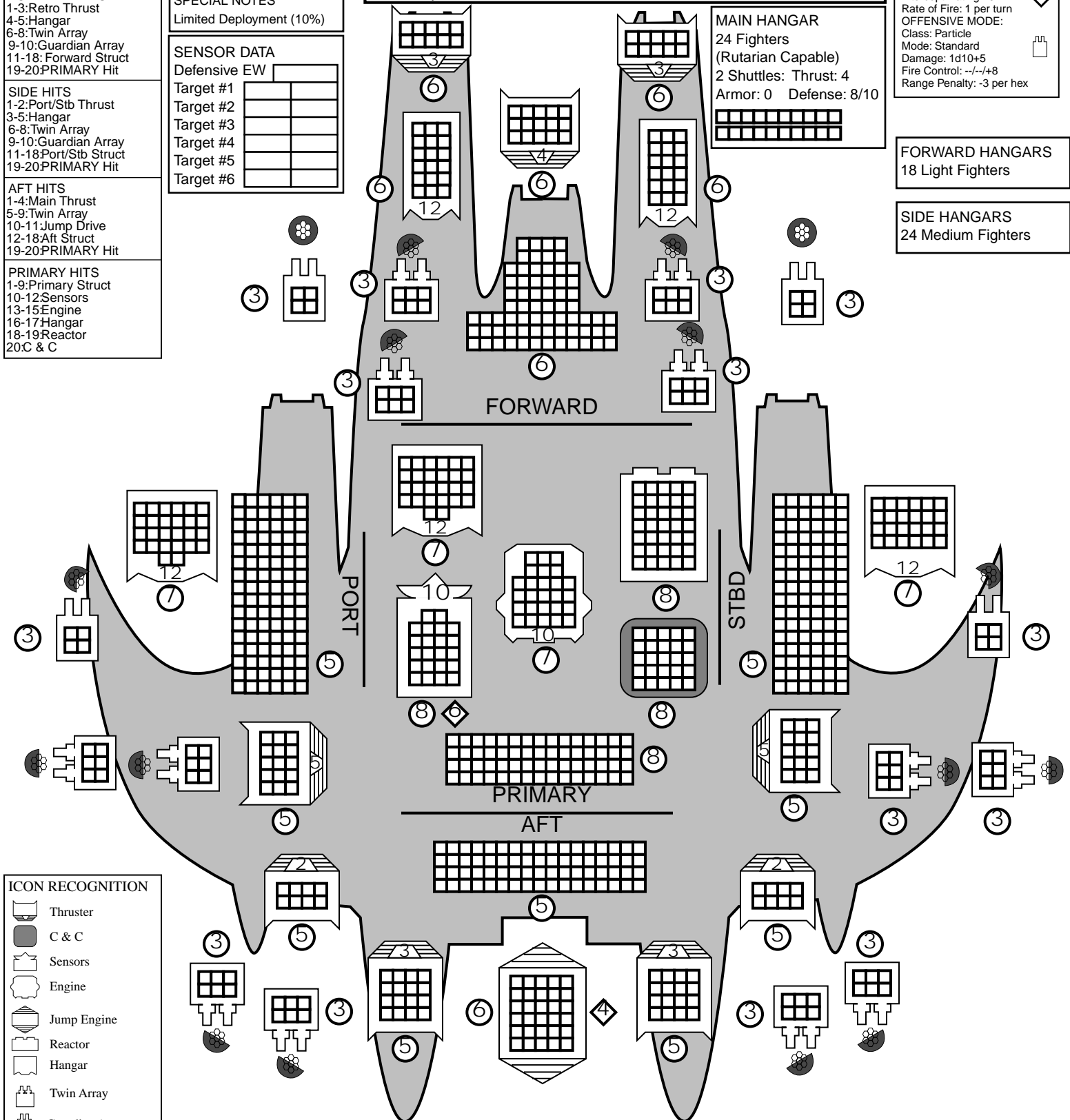
Armor: 0 Defense: 8/10

FORWARD HANGARS

18 Light Fighters

SIDE HANGARS

24 Medium Fighters



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Guardian Array