

Centauri Centurian Nox Attack Cruiser



SPECS

Class: Capital Ship
In Service: 2262
Point Value:
Ramming Factor: 250
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Def: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

WEAPON DATA

UltraLight Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 2d10+2
Dmg, 2 Turns: 4d10+3
Dmg, 3 Turns: 6d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Twin Multiphased Cutter Array
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-3:Retro Thrust
4-5:Lt Mol Slicer
6-9:Twin Cutter Array
10-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-6:Lt Mol Slicer
7-9:UltraLt Mol Slicer
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-7:Main Thrust
8-12:Jump Engine
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

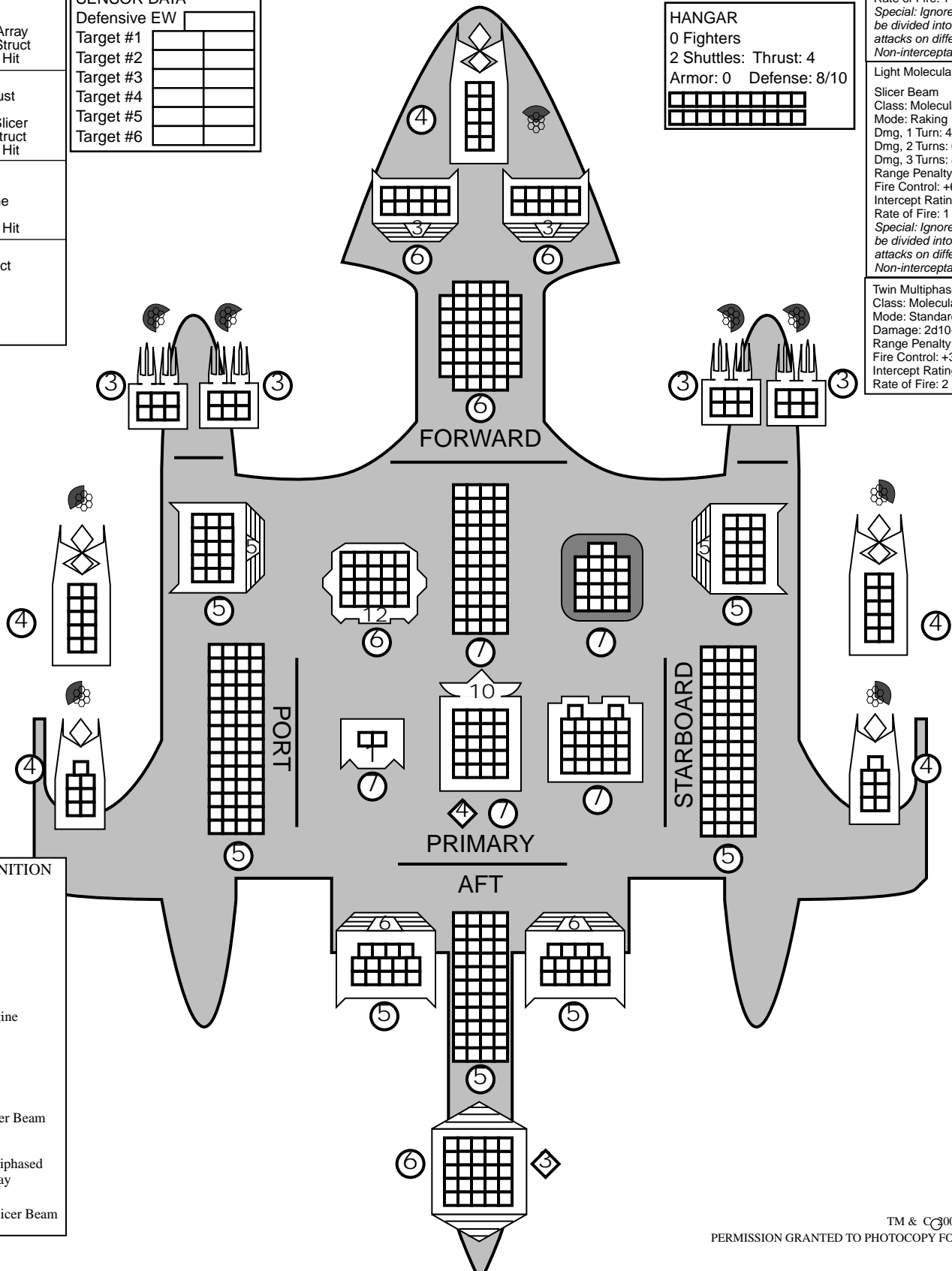
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Slicer Beam
- Twin Multiphased Cutter Array
- UltraLight Slicer Beam