



Centauri Devoras Attack Ship (Automatic)

SPECS

Class: Hvy Combat Vsl
In Service: 2261
Point Value: 600
Ramming Factor: 140
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Sth/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 3
Initiative Bonus: +3 (+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
Interception Rating: -2
Rate of Fire: 2 per turn

Ballistic Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

FORWARD HITS

1-3: Retro Thruster
4-5: Ballistic Torpedo
6-9: Heavy Array
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thruster
6-9: Jump Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Port/Sth Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Automatic Control

SENSOR DATA 9

Defensive EW

Target #1

Target #2

Target #3

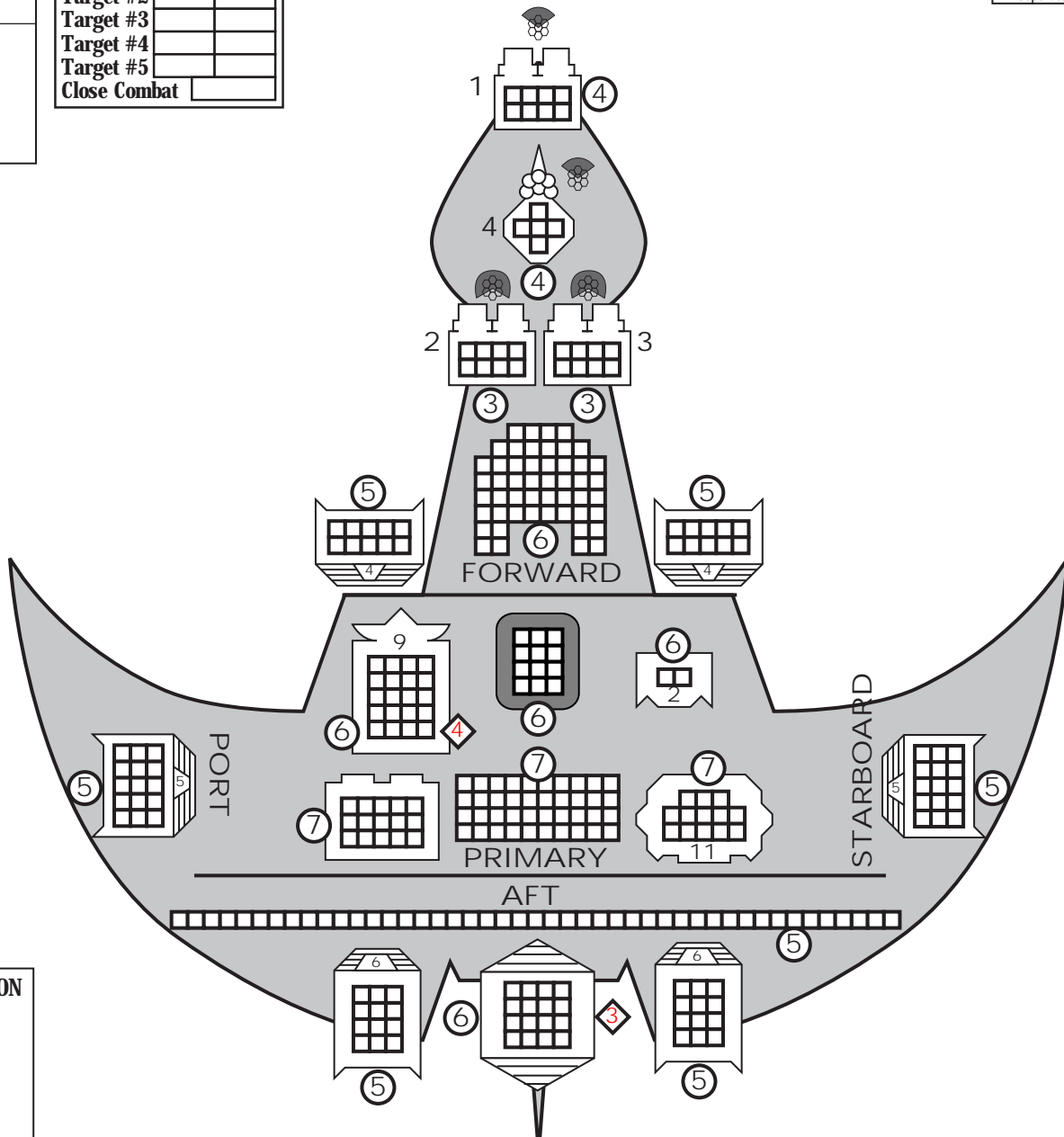
Target #4

Target #5

Close Combat

HANGAR

2 Centauri Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo