

Centauri Ochtariate Driver Battleship

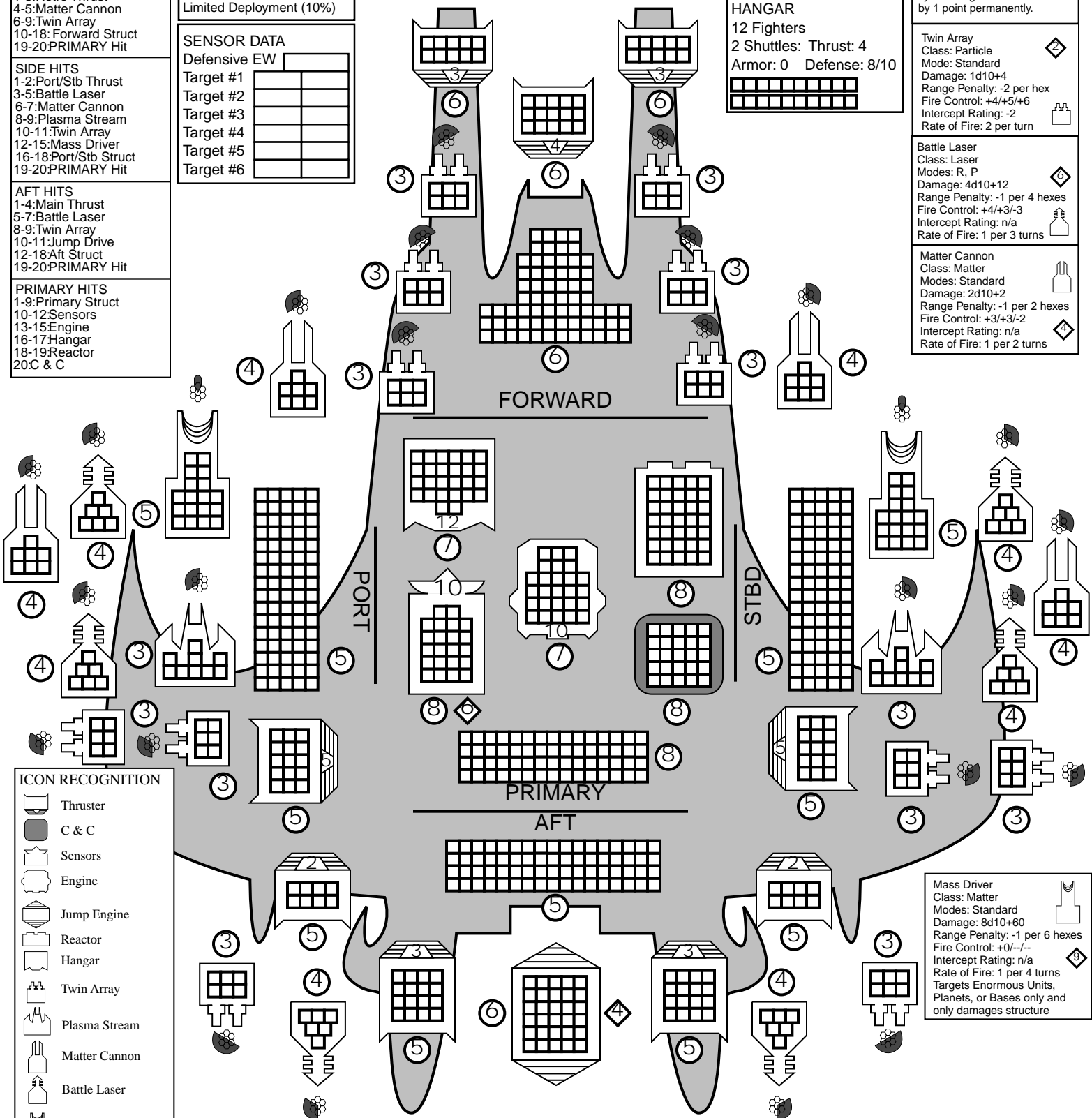
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2196	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: -18
Jump Delay: 16 Turns	Roll Cost: 3+3 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	
Plasma Stream	
Class: Plasma	
Modes: Raking (5)	
Damage: 3d10+4 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +2/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.	
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	
Battle Laser	
Class: Laser	
Modes: R, P	
Damage: 4d10+12	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+3/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
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	

FORWARD HITS
1-3: Retro Thrust
4-5: Matter Cannon
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-2: Port/Stb Thrust
3-5: Battle Laser
6-7: Matter Cannon
8-9: Plasma Stream
10-11: Twin Array
12-15: Mass Driver
16-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-4: Main Thrust
5-7: Battle Laser
8-9: 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

HANGAR
12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Plasma Stream
- Matter Cannon
- Battle Laser
- Mass Driver

Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +0/-/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Targets Enormous Units, Planets, or Bases only and only damages structure