

Centauri Octus Assault Driver Cruiser

SPECS

Class: Capital Ship
In Service: 2256
Point Value:
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: -9
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8



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

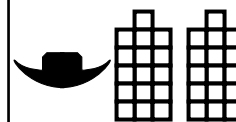
Heavy Array
Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

CENTAURI

BREACHING POD

Cost: 40 Defense: 9/8
Thrust: 9 Offense: 0
Armor: 2 Initiative: +9
No Weapons



FORWARD HITS
1-3: Retro Thrust
4-7: Twin Array
8-11: Mass Driver
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Plasma Accelerator
6-7: Hangar
8-11: Heavy Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit

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

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

SIDE HANGARS

2 Breaching Pods
12 Assault Shuttles Each

ICON RECOGNITION

- Thruuster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Plasma Accelerator
- Heavy Array
- Mass Driver

LARISI ASSAULT SHUTTLES

Cost: 30 Defense: 8/8
Thrust: 8 Offense: +3
Armor: 1 Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc:

