



Centauri Septarian Driver Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: 2175	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
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

FORWARD HITS
1-3:Retro Thrust
4-5:Plasma Stream
6-9:Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-3:Port/Stb Thrust
4-6:Plasma Accelerator
7-8:Plasma Stream
9-10:Twin Array
11-14:Mass Driver
15-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-4:Main Thrust
5-6:Plasma Accelerator
7-8:Plasma Stream
9-10:Twin Array
11-12: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

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

