



# Centauri Fultoni Heavy Warship



<b>SPECS</b> Class: Capital Ship In Service: 2214 Point Value: Ramming Factor: Jump Delay: 16 Turns	<b>MANEUVERING</b> 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	<b>COMBAT STATS</b> Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 1 Initiative Bonus: +6	<b>WEAPON DATA</b> Plasma Accelerator Class: Plasma Mode: 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
<b>Speed</b> Turn Cost Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12 1 1 2 2 3 3 4 4 5 5 6 6 1 1 1 2 2 2 3 3 3 4 4 4	<b>HANGAR</b> 6 Fighters 1 Shuttle: Thrust: 4 Armor: 0 Defense: 8/10	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

<b>FORWARD HITS</b> 1-3: Retro Thrust 4-6: Plasma Accelerator 7-9: Twin Array 10-18: Forward Struct 19-20: PRIMARY Hit	<b>SENSOR DATA</b> Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5-9: Twin Array 10-18: Port/Stb Struct 19-20: PRIMARY Hit	
<b>AFT HITS</b> 1-6: Main Thrust 7-9: Plasma Accelerator 10-12: Jump Engine 13-18: Aft Struct 19-20: PRIMARY Hit	
<b>PRIMARY HITS</b> 1-10: Primary Struct 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C & C	

<b>ICON RECOGNITION</b>	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Plasma Accelerator
	Twin Array

