

# Centauri Hupus Battlecruiser



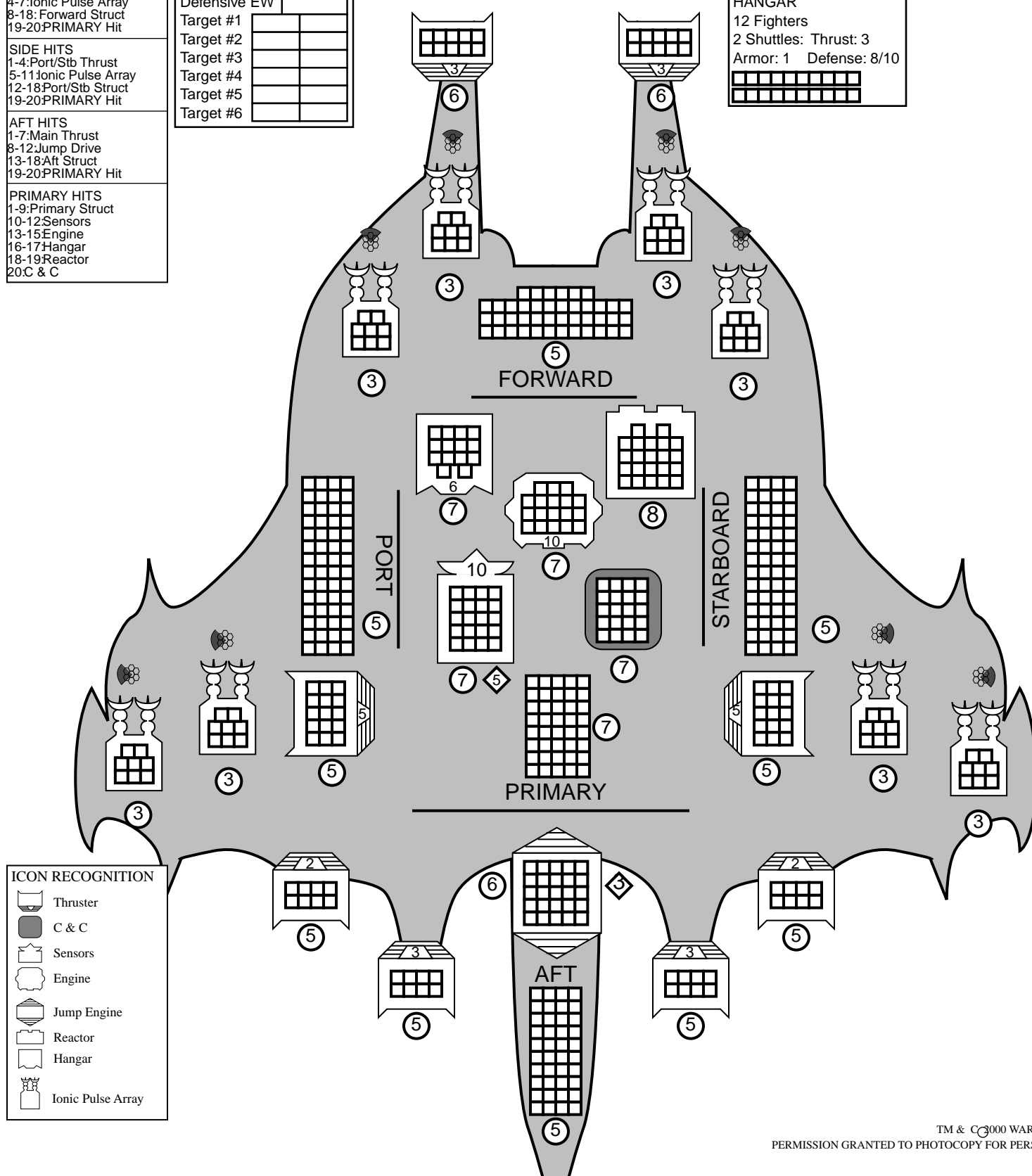
SPECS					MANEUVERING								COMBAT STATS	
Class: Capital Ship					Turn Cost: 2/3 Speed								Fwd/Aft Defense: 16	
In Service: 2202					Turn Delay: 2/3 Speed								Stb/Port Defense: 17	
Point Value: ~1200					Accel/Decel Cost: 3 Thrust								Engine Efficiency: 2/1	
Ramming Factor: 260					Pivot Cost: 3+3 Thrust								Extra Power: 0	
Jump Delay: 16 Turns					Roll Cost: 2+2 Thrust								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
Ionic Pulse Array
Class: Particle
Mode: Pulse
Damage: 2d10+8 1d3 Times
per Barrel
Maximum Pulses: 4/Barrel
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+3
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3:Retro Thrust
4-7:Ionic Pulse Array
8-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-11:Ionic Pulse 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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ionic Pulse Array