



Centauri Octurian Supremus Battleship

SPECS

Class: Capital Ship
In Service: 2262
Point Value:
Ramming Factor: 360
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1xSpeed
Turn Delay: 1xSpeed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -9

WEAPON DATA

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Ultralight Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 2d10+2
Dmg, 2 Turns: 4d10+3
Dmg, 3 Turns: 6d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Twin Multiphased Cutter Array
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-3: Retro Thrust
4-5: Ultralt Mol Slicer
6-9: Twin Cutter Array
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-6: Lt Mol Slicer
7-8: Ultralt Mol Slicer
9-10: Twin Cutter Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Lt Mol Slicer
7-8: Ultralt Mol Slicer
9-10: Twin Cutter 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 (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

24 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10

