

Centauri Phobos Heavy Warship











SPECS					MANEUVERING								COMBAT STATS	
Class: Hvy Combat Vsl					Turn Cost: 1/2 Speed								Fwd/Aft Defense: 12	
In Service: 2262					Turn Delay: 1/3 Speed								Stb/Port Defense: 14	
Point Value:					Accel/Decel Cost: 2 Thrust								Engine Efficiency: 2/1	
Ramming Factor: 140					Pivot Cost: 2+2 Thrust								Extra Power: 1	
Jump Delay: 16 Turns					Roll Cost: 1+1 Thrust								Initiative Bonus: +6	
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6		
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4		

WEAPON DATA	
Multiphased Cutter	
Class: Molecular	
Mode: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+6	
Intercept Rating: -2	
Rate of Fire: 3 per turn	
Phasing Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 3d10	
Range Penalty: None	
Max Range: 45 hexes	
Fire Control: +5/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Special: Can hold up to six shots and fire them all at once or separately. See rules.	
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: Multiphased Cutter
5-8: Twin Cutter Array
9: Phasing Torpedo
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-9: Jump Engine
10-18: Aft Struct
18-19: Reactor
20: C & C
PRIMARY HITS
1-7: Primary Struct
8-10: Port/Stb Thrust
11-12: 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
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Multiphased Cutter
	Twin Multiphased Cutter Array
	Phasing Torpedo

