



Centauri Quatrus Class Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2252
Point Value: 650-700?
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: +15
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

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

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+8
Range Penalty: -3 per hex

Ballistic Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
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.

FORWARBITS
1-3 Retro Thrust
4-7 Twin Array
8-18 Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-3 Port/Stb Thrust
4-5 Ballistic Torpedo
6-8 Hangar
9-10 Twin Array
11-12 Guardian Array
13-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-7 Main Thrust
8-10 Hangar
11-18 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

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Ballistic Torpedo
- Guardian Array

