



Common after 2271  
Demos Variant (Uncommon)

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Centauri Demos Adv. Warship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2269  
Point Value: 700  
Ramming Factor: 140  
Jump Delay: 16 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 2  
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

### Heavy Array

Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

### ILR Particle Cluster

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+4/+5  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

### Hvy Ballistic Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 3d10+2  
Range Penalty: None  
Max Range: 40 hexes  
Fire Control: +5/+3/-2  
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.*

## FORWARD HITS

1-3: Retro Thrust  
4: ILR Particle Cluster  
5: Hvy Ballistic Torpedo  
6-9: Heavy Array  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-9: Jump Engine  
10-18: Aft Struct  
19-20: PRIMARY Hit

## 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

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- ILR Particle Cluster
- Heavy Array
- Hvy Ballistic Torpedo

