

Octurion Battleship

GENERAL DATA

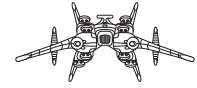
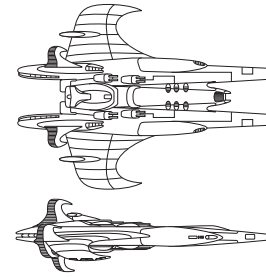
Nation: Centauri Republic
Year: 2202
Availability: Uncomm
Point Value: 398/572
Command R/C: 10/4
Jump Engine: Yes

OPERATIONAL DATA

Category: 6
Defensive Rating: 11
Armor: 6/5/5
Sensors: 9
Fire Control: 4/2/1

CARRIER DATA

Flights Aboard: 4
Control Rating: 2



Maneuvering Damage (6D)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	2
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	1

INTERCEPTORS

Pin Point Rating: 6
Assist Rating: 0
Volley Rating: 8
Intercept Die: d10
Dedicated Escort

ANTI-FIGHTER

Strafe AF: 8
Strafe AF Assist: 0
Stand-Off AF: 0
AF Die: d10
Anti-Fighter Platform

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo: 10
Reloads: 10

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6 7 8 9 10
Matter Cannon: 1 2 3 4 5 6 7 8 9 10
Twin Array: 2 4 6 8 10 12 14 16 18 20
Hangar Bay: 1 2 3 4 5 6 7 8 9 10

FCD Damage

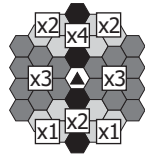
FCD (4): 1 2 3 4
FCD (2): 1 2 3 4
FCD (1): 1 2 3 4
FCD (-): 1 2 3 4

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10
Anti-Fight: 1 2 3 4 5 6 7 8 9 10

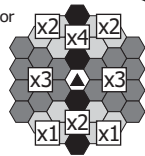
TYPE: Laser
RANGE: 8/16/24/36
TRAVERSE: 4
DELAY: 3
DAMAGE: 4d10+1
MAX X: 4
VUL: -- (G/D)

Battle Laser



TYPE: Linear Accelerator
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 2
DAMAGE: 2d8
MAX X: 4
VUL: 2 (E/G/D)

Matter Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo: 10
Reloads: 10

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6 7 8 9 10
Matter Cannon: 1 2 3 4 5 6 7 8 9 10
Twin Array: 2 4 6 8 10 12 14 16 18 20
Hangar Bay: 1 2 3 4 5 6 7 8 9 10

FCD Damage

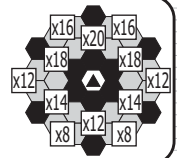
FCD (4): 1 2 3 4
FCD (2): 1 2 3 4
FCD (1): 1 2 3 4
FCD (-): 1 2 3 4

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10
Anti-Fight: 1 2 3 4 5 6 7 8 9 10

TYPE: Particle
RANGE: 1/2/3/5
TRAVERSE: 1
DELAY: 1
DAMAGE: d8
MAX X: 20
VUL: 1 (E/G/D)

Twin Array



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo: 10
Reloads: 10

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6 7 8 9 10
Matter Cannon: 1 2 3 4 5 6 7 8 9 10
Twin Array: 2 4 6 8 10 12 14 16 18 20
Hangar Bay: 1 2 3 4 5 6 7 8 9 10

FCD Damage

FCD (4): 1 2 3 4
FCD (2): 1 2 3 4
FCD (1): 1 2 3 4
FCD (-): 1 2 3 4

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10
Anti-Fight: 1 2 3 4 5 6 7 8 9 10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo: 10
Reloads: 10

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6 7 8 9 10
Matter Cannon: 1 2 3 4 5 6 7 8 9 10
Twin Array: 2 4 6 8 10 12 14 16 18 20
Hangar Bay: 1 2 3 4 5 6 7 8 9 10

FCD Damage

FCD (4): 1 2 3 4
FCD (2): 1 2 3 4
FCD (1): 1 2 3 4
FCD (-): 1 2 3 4

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10
Anti-Fight: 1 2 3 4 5 6 7 8 9 10

Primus Maximus Command Cruiser

GENERAL DATA

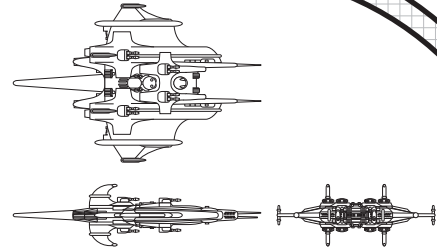
Nation: Centauri Republic
 Year: 2260
 Availability: Rare
 Point Value: 278/407
 Command R/C: 9/3
 Jump Engine: Yes

OPERATIONAL DATA

Category: 5
 Defensive Rating: 13
 Armor: 5/5/5
 Sensors: 9
 Fire Control: 4/2/1

CARRIER DATA

Flights Aboard: 2
 Control Rating: 1



Maneuvering Damage (5C)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	8	6	6	5	4	3	3	2
1	7	5	5	4	3	2	3	2
2	6	4	4	3	2	1	2	2
3	5	3	3	2	1	--	2	1
4	4	2	2	1	--	--	1	1
5	3	1	1	--	--	--	1	--

INTERCEPTORS

Pin Point Rating: 3
 Assist Rating: 0
 Volley Rating: 4
 Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 4
 Strafe AF Assist: 0
 Stand-Off AF: 0
 AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
 Reloads:

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6
 Twin Array: 2 4 6 8 10 12
 Carrier Bay:

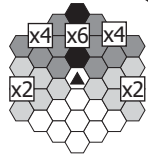
FCD Damage

FCD (4):
 FCD (2):
 FCD (1):
 FCD (-):

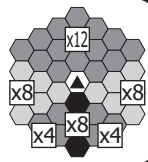
Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4

TYPE: Laser
 RANGE: 8/16/24/36
 TRAVERSE: 4
 DELAY: 3
 DAMAGE: 4d10+1
 MAX X: 6
 VUL: -- (G/D)
Battle Laser



TYPE: Particle
 RANGE: 1/2/3/5
 TRAVERSE: 1
 DELAY: 1
 DAMAGE: d8
 MAX X: 12
 VUL: 1 (E/G/D)
Twin Array



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
 Reloads:

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6
 Twin Array: 2 4 6 8 10 12
 Carrier Bay:

FCD Damage

FCD (4):
 FCD (2):
 FCD (1):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
 Reloads:

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6
 Twin Array: 2 4 6 8 10 12
 Carrier Bay:

FCD Damage

FCD (4):
 FCD (2):
 FCD (1):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
 Reloads:

Notes:

Weapon Systems Damage

Battle Laser: 1 2 3 4 5 6
 Twin Array: 2 4 6 8 10 12
 Carrier Bay:

FCD Damage

FCD (4):
 FCD (2):
 FCD (1):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4

Centuari Republic Fighter Control Sheet

Rev. 1

Fighter Type	Year	Action	Armor	Defense	Dogfight	Strike	Strafe Die	Stand-Off Die	Range	Volley	Accuracy	Ammo	Point Value
Razik	2105	7	0.5	2	1.30	1.00	d4	—	—	—	—	—	11
Razarik	2105	6	0.5	2	1.10	0.90	d4	d6	19	2	1	2	27
Sentri	2202	6	1	3	1.30	1.20	d6	--	--	--	—	—	20
Sitara	2257	5	1	3	0.00	0.00	—	d8	6	1	3	U, E	15
Rutarian	2258	5	1.5	4	1.10	1.05	d6	d8	6	1	2	U, E	28 (S)

I - Improved Patrol Range, N - Navigator, R - Rear Firing Weapon, S - Stealth, U - Unlimited Ammo, E - Energy Based Stand-Off

Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○

Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____
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Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____
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