

Version 2: 2E/SF

Name: _____ Counter: _____



Centauri Optimus Attack Cruiser

SPECS

Class: Capital Ship
 In Service: 2258
 Point Value: 750
 Ramming Factor: 250
 Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Def: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: -4
 Initiative Bonus: +2

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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

- Heavy Array** (Icon: 4)
 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
- Twin Array** (Icon: 2)
 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
- Ballistic Torpedo** (Icon: 6)
 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.

- FORWARD HITS**
 1-3: Retro Thrust
 4-5: Heavy Array
 6-9: Twin Array
 10-18: Forward Struct
 19-20: PRIMARY Hit
- SIDE HITS**
 1-3: Port/Stb Thrust
 4-6: Twin Array
 7-9: Ballistic Torpedo
 10-18: Port/Stb Struct
 19-20: PRIMARY Hit
- AFT HITS**
 1-7: Main Thrust
 8-12: Jump Engine
 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

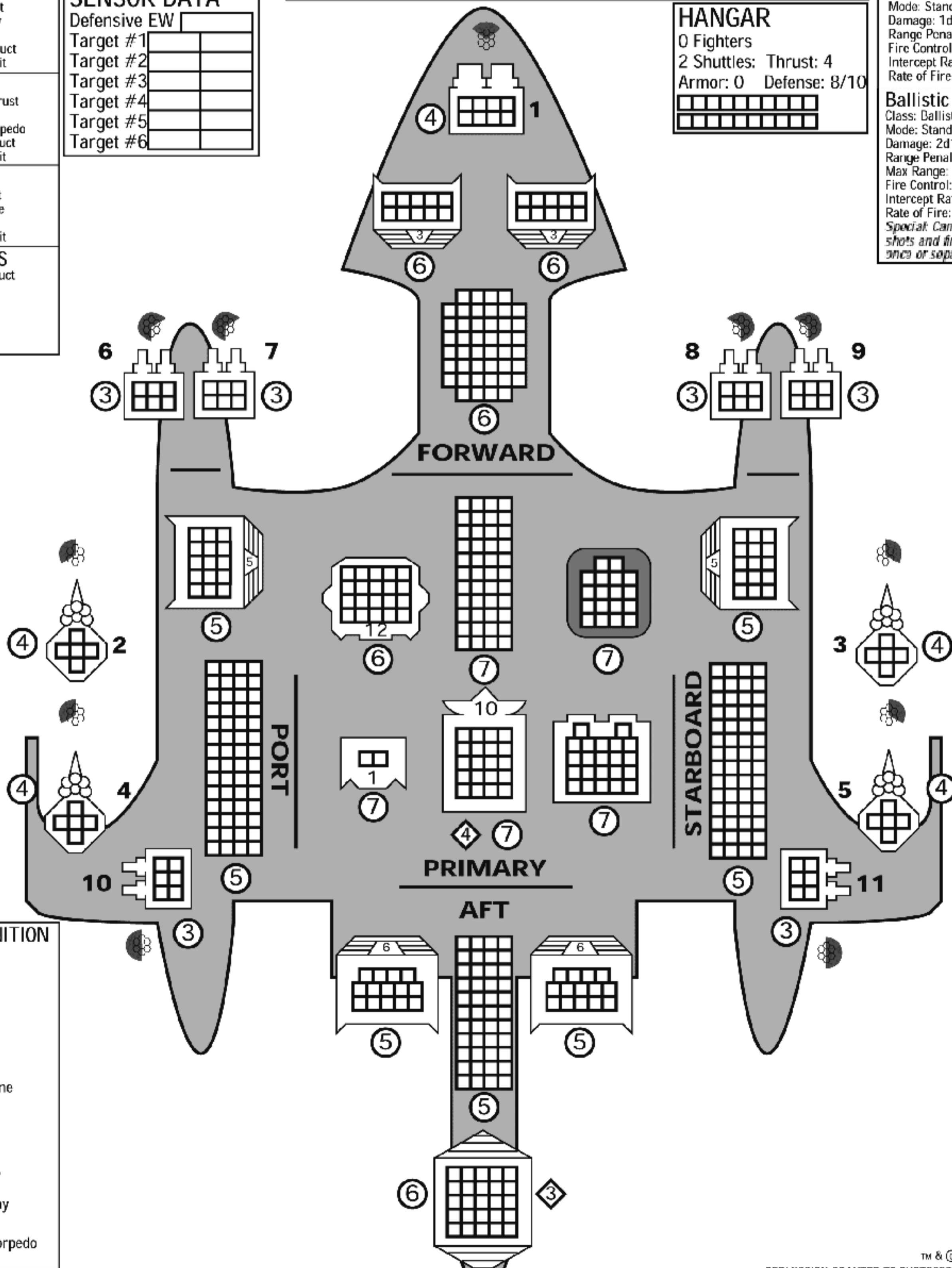
SENSOR DATA

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
- Twin Array
- Heavy Array
- Ballistic Torpedo