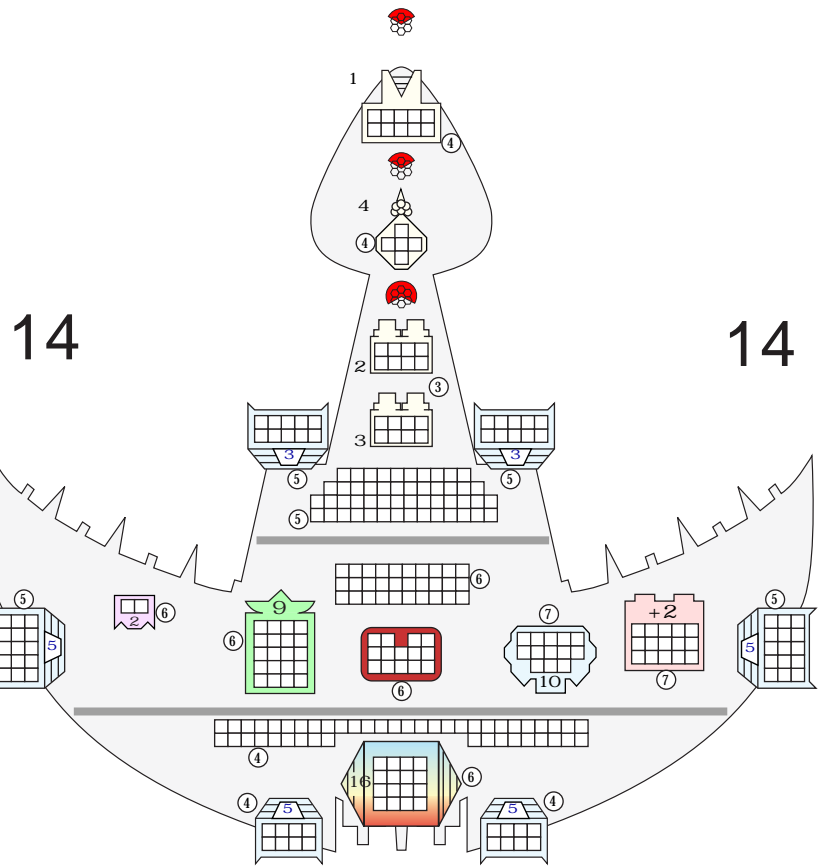


# Demos Heavy Warship Centauri Republic

# 1



# 12



**Foreward hits**

- 1-3 : Retro thruster
- 4 : Plasma Accelerator
- 5 : Ballistic Torpedo
- 6-9 : Heavy Array
- 10-18 : Structure
- 19-20 : PRIMARY hit

**Aft Hits**

- 1-5 : Main thruster
- 6-9 : Jump Engine
- 10-18 : Structure
- 19-20 : PRIMARY hit

**PRIMARY HITS**

- 1-7 : Structure
- 8-10 : Thruster
- 11-12 : Sensors
- 13-15 : Engine
- 16-17 : Hangar
- 18-19 : Reactor
- 20 : C&C

**Specs**

Class	HCV
Point value	575
Deployment	-
In service	2241

**Hangar**

Launch:	2 / tum
Fighters	0
Shuttles	2

**Stats**

Engine Effic.	2/1
Pivot	2
Roll	1
Ramming	140

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Heavy Array	Particle	-2	1/2	Std	-1/hex	+4/+3/+2	2d10+6
Plasma Accelerator	Plasma	n/a	1/3	Std	-1/hex	+3/+1/-4	4d10 +12 (-1/hex) 2d10 +8 (-1/hex)
Ballistic Torpedo	Ballistic	n/a	1	Std	25 hexes	+4/+3/+0	d10 +4 (-1/hex) 2d10

Speed (accn) (2)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn cost	1/2	1	2	2	3	3	4	4	5	5	6	6	7	7	8
Turn delay	1/3	1	1	2	2	2	3	3	3	4	4	4	5	5	5
No. of turns	1++	2++	3+4	3+4	3+1	3+1	2+2	2+2	2	2	1+4	1+4	1+3	1+3	1+2

# 12

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+6														
1. Plasma Accelerator	5														
2. Heavy Array	4														
3. Heavy Array	4														
4. Ballistic Torpedo	6														
Extra power available	+2														
EW / Thrust bought															
EW / Thrust total	9 / 10														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															