

# Centauri Valtor Strike Cruiser

## SPECS

Class: Capital Ship  
In Service: 1870  
Point Value: 675  
Ramming Value: 220  
Jump Delay: 20 turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Def: 16  
Stb/Port Defense: 18  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

## Tactical Laser

Class: Laser  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Lt Particle Beam

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

## FORWARD HITS

1-5: Retro Thrust  
6-8: Hvy Plasma Cannon  
9: Particle Weapon  
10-11: Tactical Laser  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Hvy Plasma Cannon  
7-9: Particle Weapon  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Jump Drive  
9-10: Tactical Laser  
11-12: Particle Projector  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 0 Defense: 10/11



## SENSOR DATA

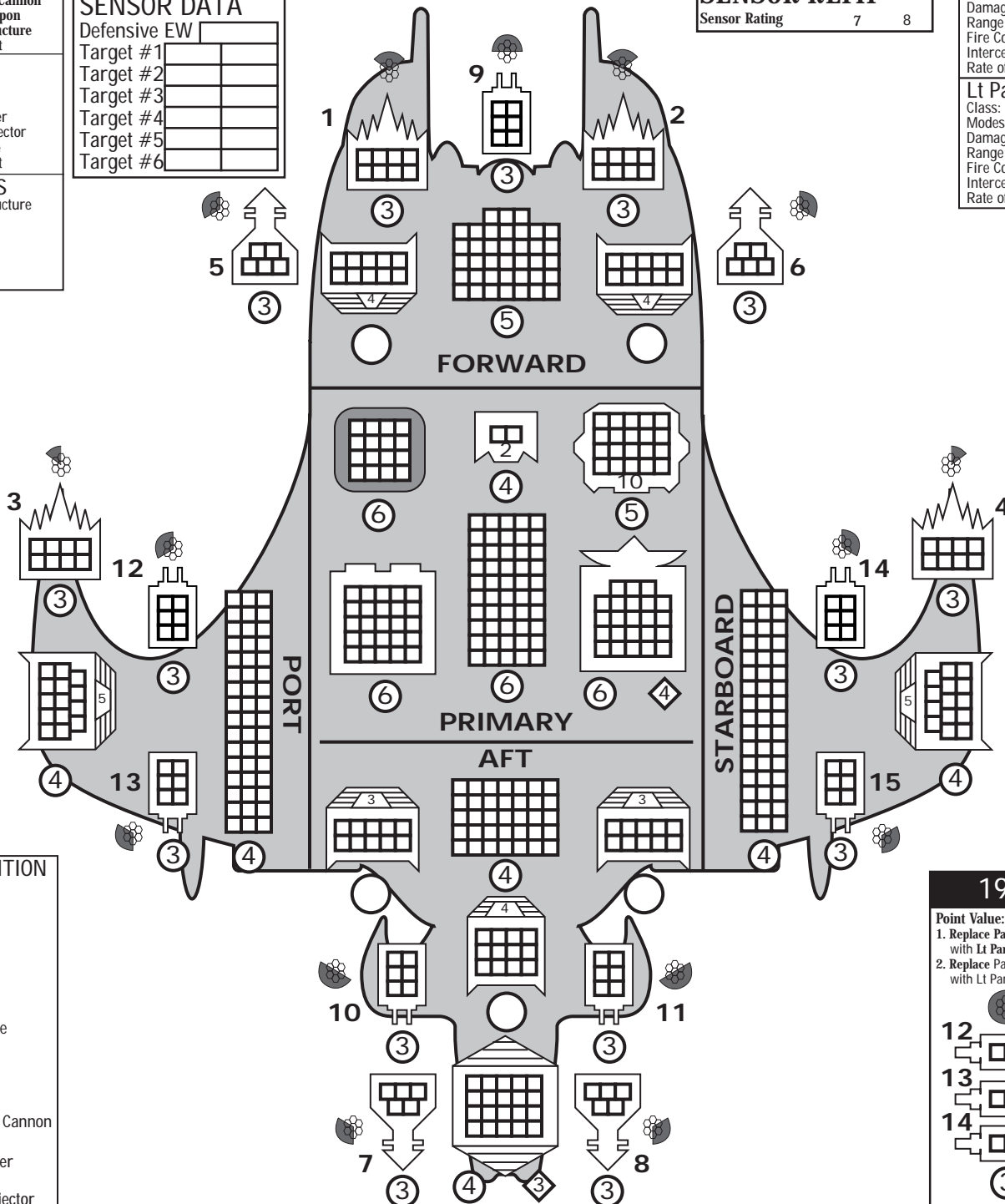
Defensive EW  
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## ARMOR REFIT

System	1870	1966
Retro Thrust	3	4
Center Main Thrust	3	4
Port/Stb Main Thrust	2	3

## SENSOR REFIT

Sensor Rating	7	8
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## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Tactical Laser
- Particle Projector
- Lt Particle Beam

## 1966 Refit

Point Value: 710

- Replace Particle Projectors 12 and 13 with Lt Particle Beams 12, 13 and 14
- Replace Particle Projectors 14 and 15 with Lt Particle Beams 15, 16 and 17

