

Kendari Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____

Centauri Ventrus Light Cruiser



SPECS

Class: Capital Ship
In Service: 1966
Point Value: 520
Ramming Value: 240
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
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	3	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

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

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-9: Med Plasma Cannon
10: Lt Particle Beam
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Tactical/Assault Laser
9: Lt Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Particle Beam
9-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-13: Sensors
14-15: 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: 3
Armor: 0 Defense: 10/11

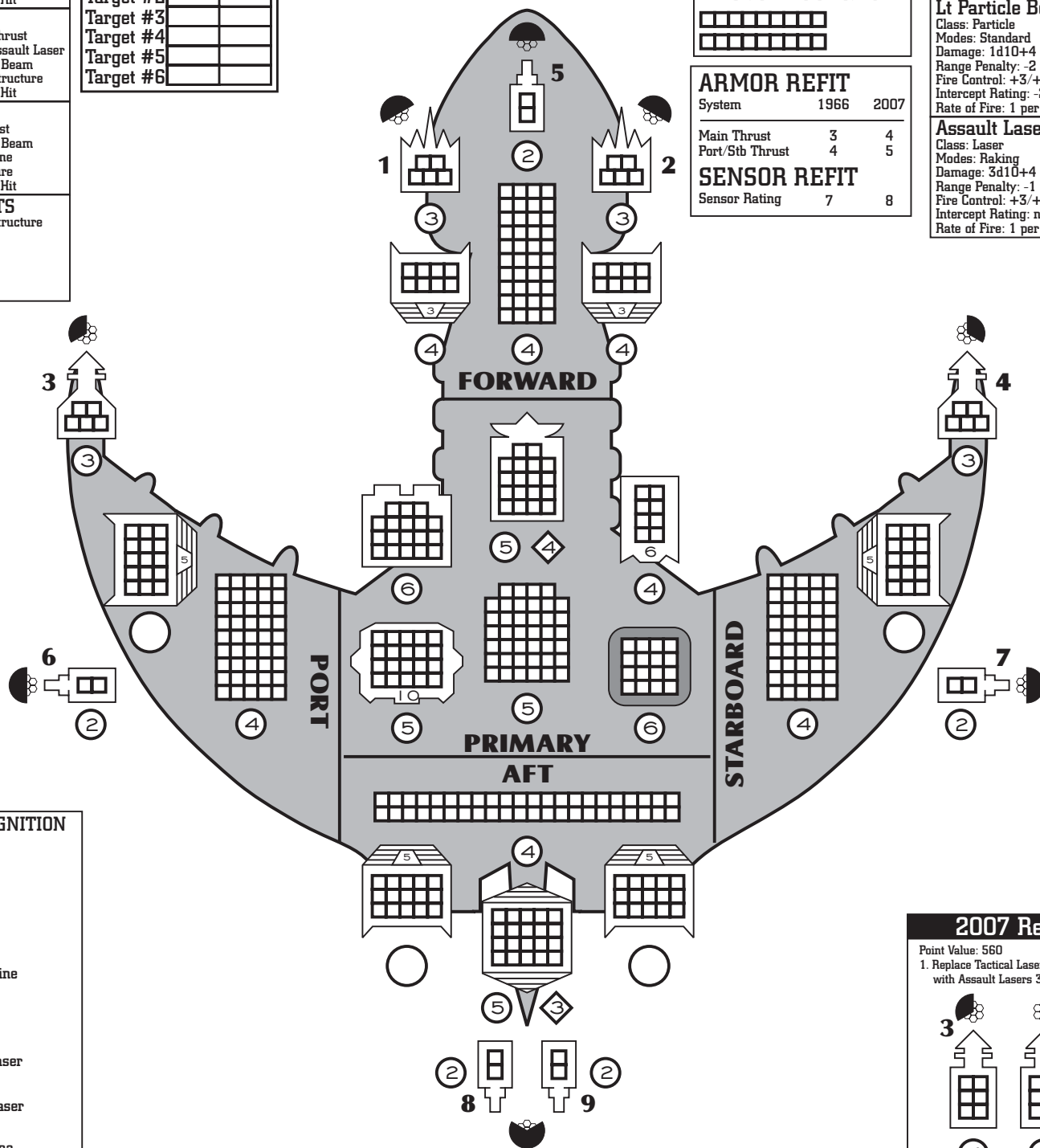
ARMOR REFIT

System 1966 2007

Main Thrust 3 4
Port/Stb Thrust 4 5

SENSOR REFIT

Sensor Rating 7 8



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Assault Laser
- Tactical Laser
- Med Plasma
- Light Particle Beam

2007 Refit

Point Value: 560
1. Replace Tactical Laser 3 and 4 with Assault Lasers 3 and 4

