

# Strela Variant (Rare)

Version 1: 2E/V6

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Centauri Equata Intruder

### SPECS

Class: Hvy Combat Vsl  
In Service: 2003  
Point Value: 430  
Ramming Value: 150  
Jump Delay: 25 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

### FORWARD HITS

1-5: Retro Thrust  
6-7: Tactical/Assault Laser  
8-9: Lt Particle Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

### AFT HITS

1-5: Main Thrust  
6-7: Lt Particle Beam  
8-9: Jump Engine  
10-18: Aft Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-6: Primary Structure  
7-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Restricted Deployment (10%)  
ELINT Vessel

### SENSOR DATA

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

### HANGAR

6 Fighters  
1 Shuttles Thrust: 3  
Armor: 0 Defense: 10/11

### ARMOR REFIT

System	2003	2008
Retro Thrust	3	4
Reactor	5	6

### WEAPON DATA

#### Tactical Laser

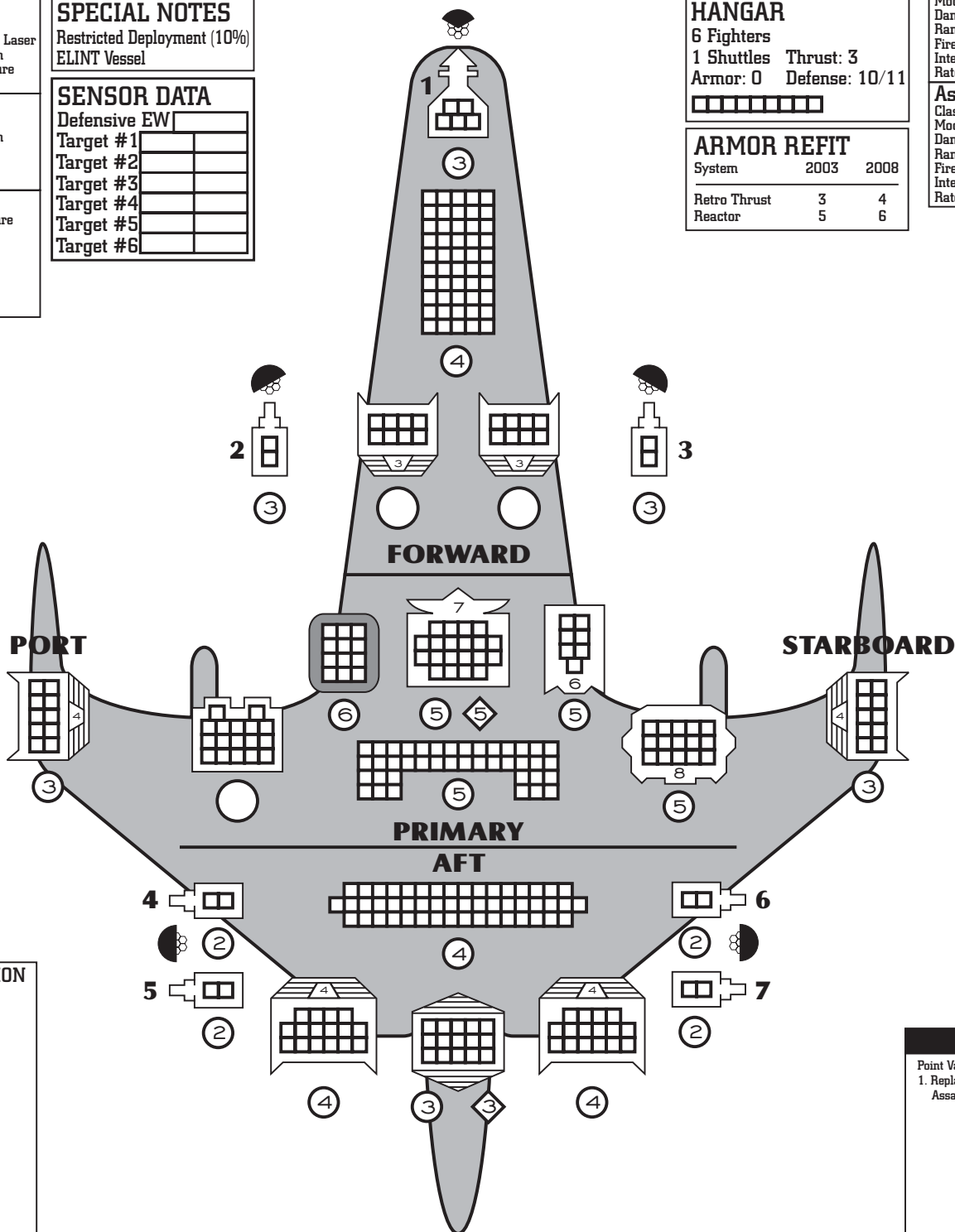
Class: Laser  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

#### 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



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tactical Laser
- Assault Laser
- Light Particle Beam

### 2008 Refit

Point Value: 445  
1. Replace Tactical Laser 1 with Assault Laser 1.

