

# Centaury Light Transport (4)

## SPECS

Class: Lt Combat Vsl  
In Svc: 2125  
Point Value: 30/70  
Ramming Factor: 20  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 11  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

**Twin Array**   
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

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

## HIT LOCATIONS

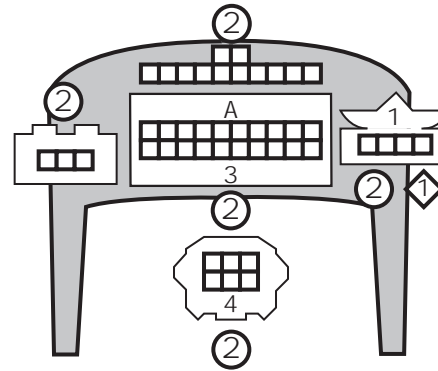
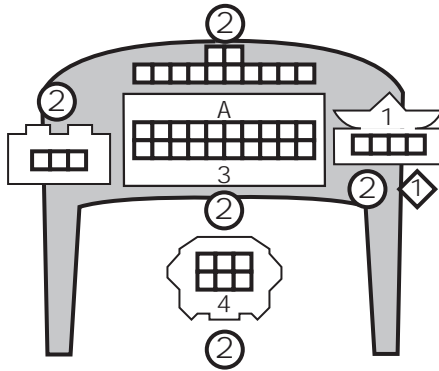
1-7: Structure  
8-15: Cargo  
16-17: Drive  
18-19: Reactor  
20: Control

## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

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



## SENSOR DATA

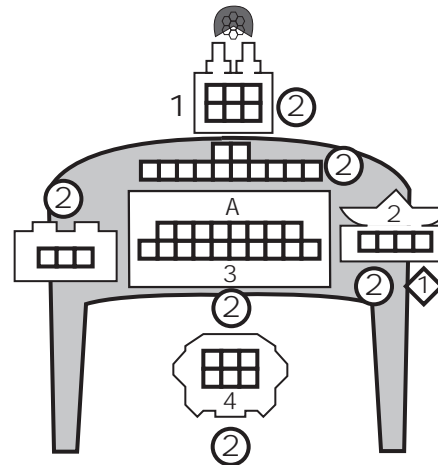
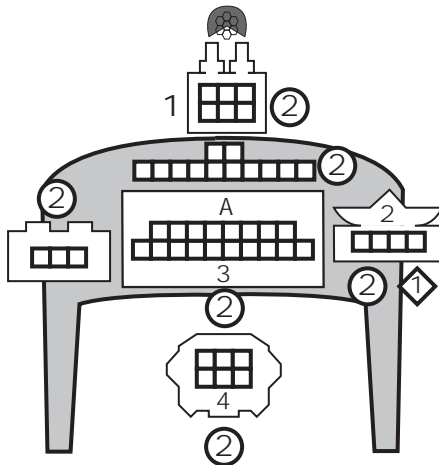
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HIT LOCATIONS

1-7: Structure  
8-9: Twin Array  
10-15: Cargo  
16-17: Drive  
18-19: Reactor  
20: Control

## SENSOR DATA

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



## SENSOR DATA

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

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Twin Array