

# Centauri Strela Light Jump Ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 1970  
Point Value: 425  
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	5	6	6	7	8	8	8

## HANGAR

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

## ARMOR REFIT

System	1970	2003	2008
Retro Thrust	3	3	4
Main Thrust	3	3	4
Reactor	5	5	6

## SENSOR REFIT

Sensor Rating	6	6	7
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## 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

### 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

### 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

1-4: Retro Thrust  
5-7: Tactical/Assault Laser  
8-9: Particle Weapon  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Tactical/Assault Laser  
7-8: Particle Weapon  
9: Jump Drive  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

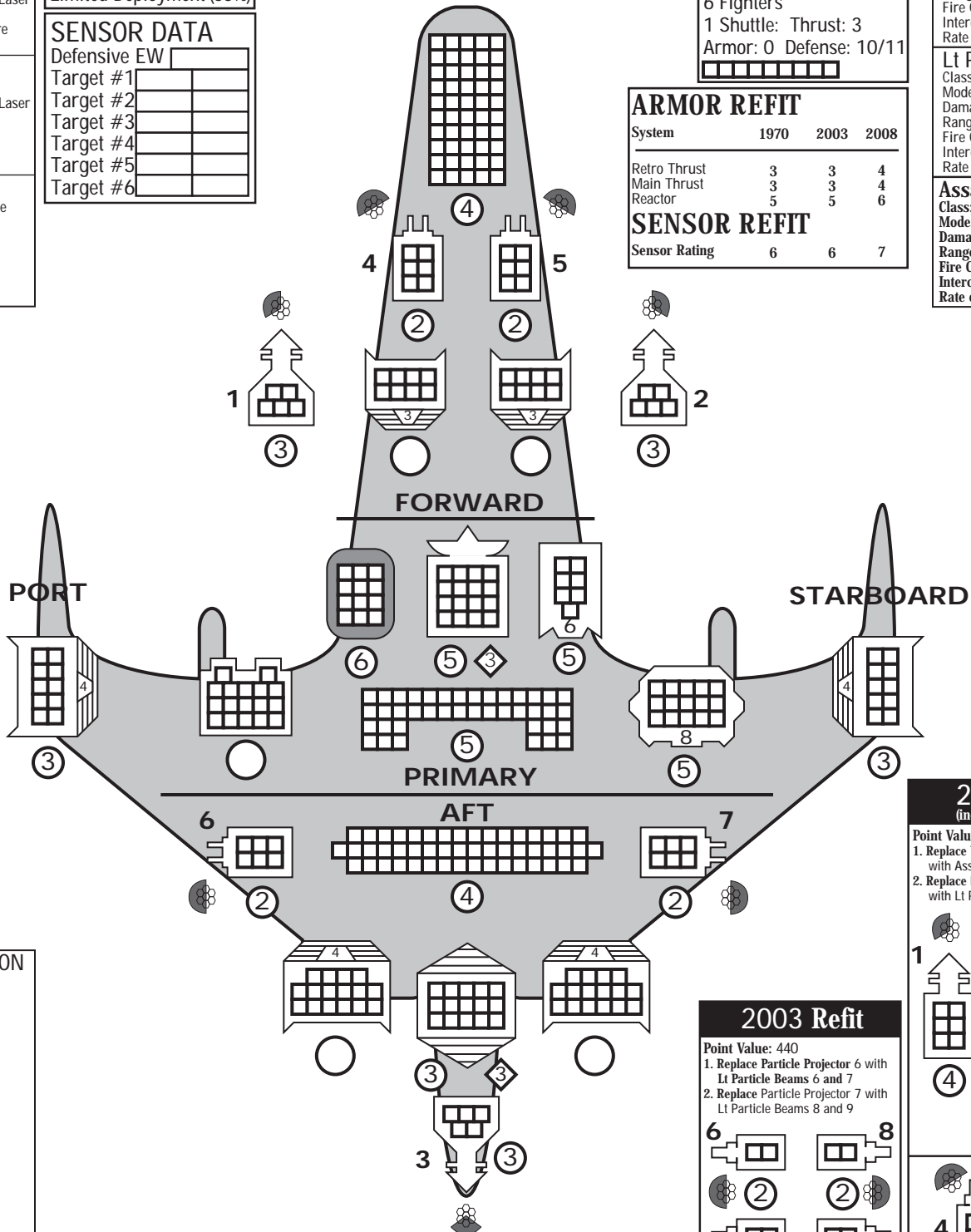
1-6: Primary Structure  
7-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

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



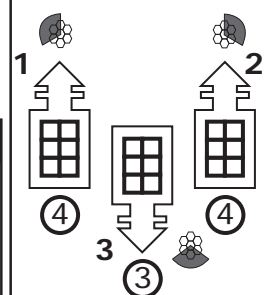
## ICON RECOGNITION

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

## 2008 Refit

(includes 2003 Refit)

- Point Value: 470
1. Replace Tactical Lasers 1, 2, and 3 with Assault Lasers 1, 2, and 3
  2. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5



## 2003 Refit

- Point Value: 440
1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7
  2. Replace Particle Projector 7 with Lt Particle Beams 8 and 9

