

Centaury Plasma Kutai Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 2047
Point Value: 500
Ramming Factor: 160
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
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
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 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

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Med Plasma Cannon
- 7-9: Heavy Plasma Cannon
- 10-11: Twin Array
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-7: Med Plasma Cannon
- 8-9: Twin Array
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Port/Stb Thrust
- 11-13: Sensors
- 14-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Unreliable (After 2205)
Vulnerable to Criticals

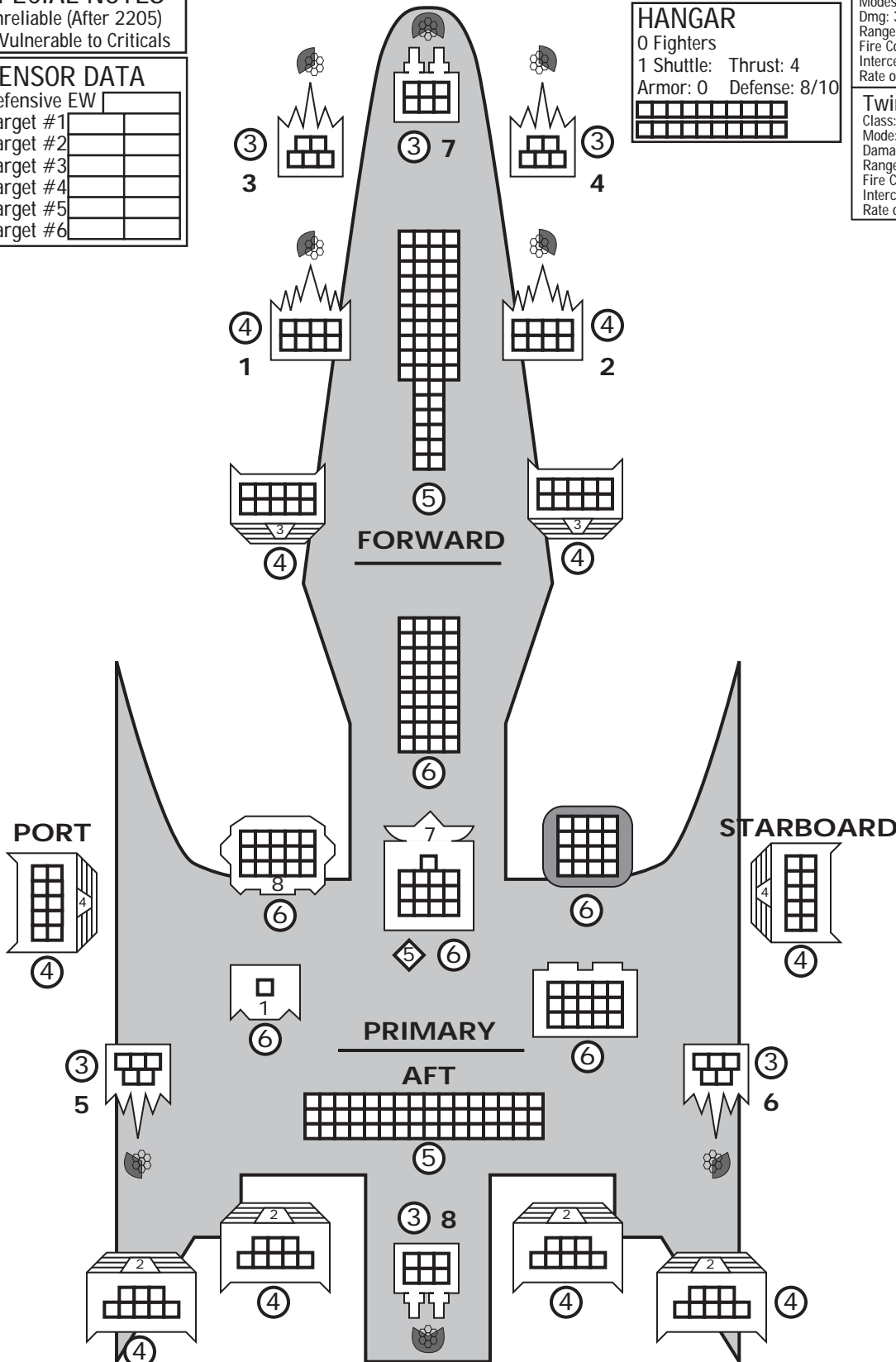
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Heavy Plasma Cannon
- Medium Plasma Cannon