

Centauri Koulas Light Scout Ship



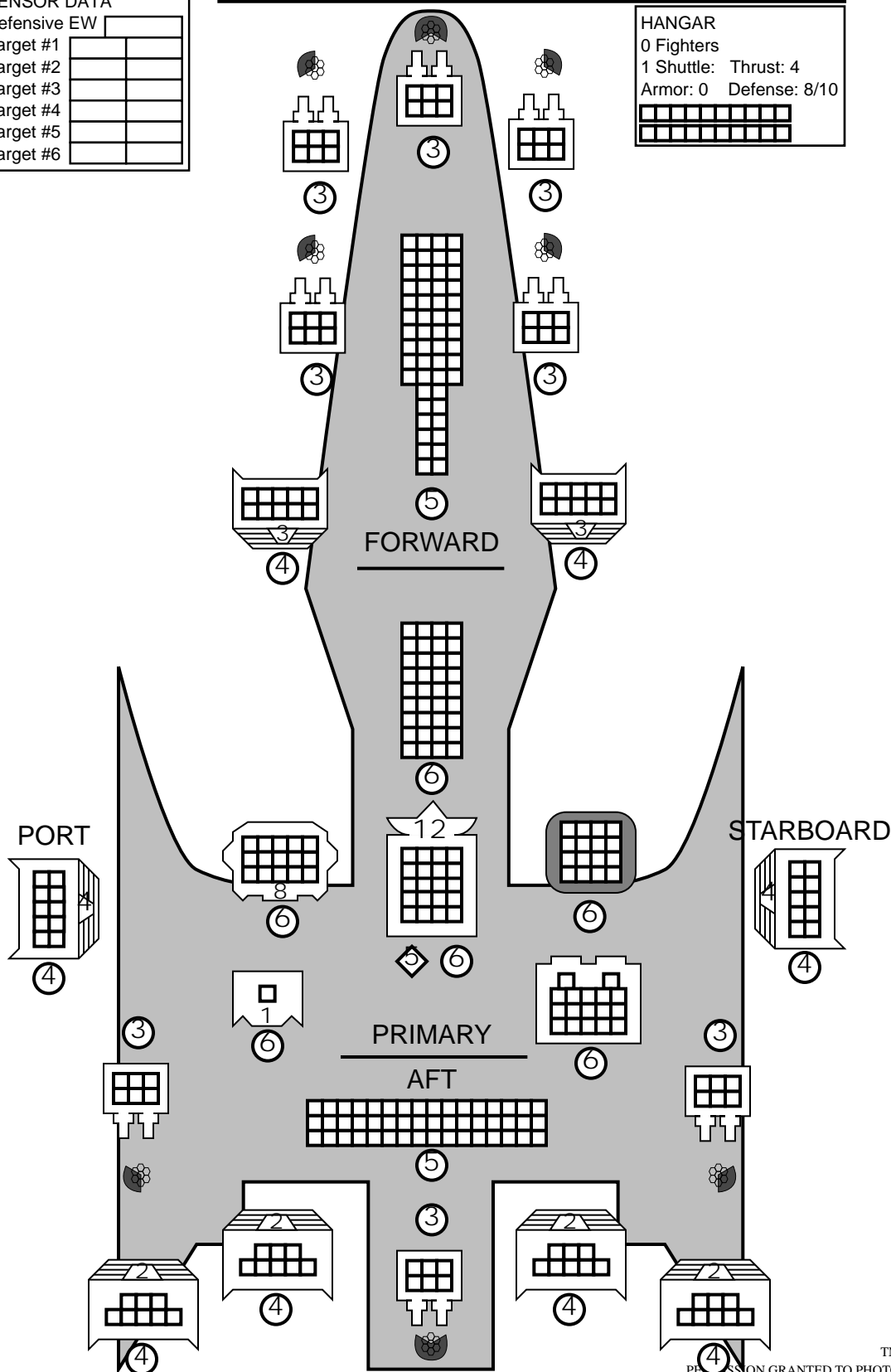
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vs	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2205	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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
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 BITS
1-4 Retro Thrust
5-11 Twin Array
12-18 Forward Struct
19-20 PRIMARY Hit
AFT BITS
1-4 Main Thrust
5-9 Twin Array
10-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY BITS
1-8 Primary Struct
9-10 Port/Stb Thrust
11-13 Sensors
14-16 Engine
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
0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array