

Centaurs Ursus Attack Boats (4)

| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|------------------------|
| Class: Lt Combat Vsl | Turn Cost: 1/4 Speed | Fwd/Aft Defense: 11 |
| In Svc: 2262 | Turn Delay: 1/4 Speed | Stb/Port Defense: 11 |
| Point Value: | Accel/Decel Cost: 1 Thrust | Engine Efficiency: 1/1 |
| Ramming Factor: 40 | Pivot Cost: 1 Thrust | Extra Power: +0 |
| Jump Delay: N/A | Roll Cost: 1 Thrust | Initiative Bonus: +14 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 1 1 1 2 2 2 2 3 3 3 3 | |
| Turn Delay | 1 1 1 1 2 2 2 2 3 3 3 3 | |

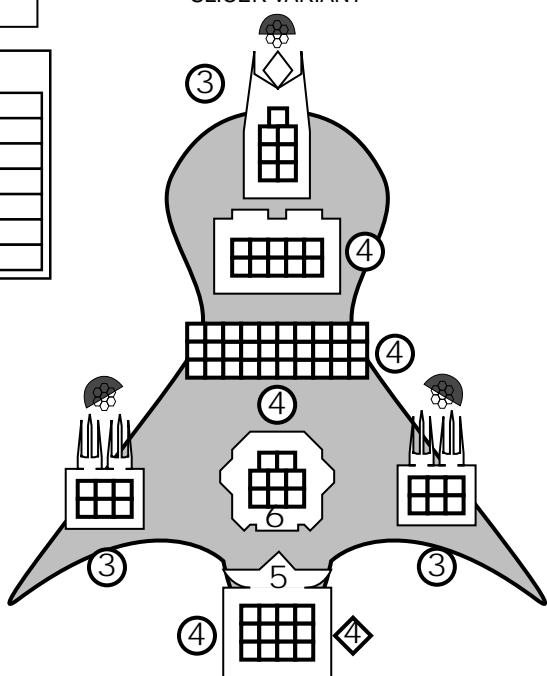
| WEAPON DATA |
|--|
| <p>Ultralight Molecular</p> <p>Slicer Beam</p> <p>Class: Molecular</p> <p>Mode: Raking</p> <p>Dmg, 1 Turn: 2d10+2</p> <p>Dmg, 2 Turns: 4d10+3</p> <p>Dmg, 3 Turns: 6d10+4</p> <p>Range Penalty: -1 per 3 hexes</p> <p>Fire Control: +4/+2/+0</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per turn</p> <p>Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.</p> |
| <p>Medium Phasing</p> <p>Pulse Cannon</p> <p>Class: Molecular</p> <p>Mode: Pulse</p> <p>Damage: 13 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 3</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +6/+4/+2</p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per 2 turns</p> |
| <p>Phasing Torpedo</p> <p>Class: Ballistic</p> <p>Mode: Standard</p> <p>Damage: 3d10</p> <p>Range Penalty: None</p> <p>Max Range: 45 hexes</p> <p>Fire Control: +5/+4/+1</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per turn</p> <p>Special: Can hold up to six shots and fire them all at once or separately. See rules.</p> |

| HIT LOCATIONS |
|--------------------------|
| 1-10: Structure |
| 11-12: Forward Weapon |
| 13-15: Twin Cutter Array |
| 16-17: Drive |
| 18-19: Reactor |
| 20: Control |

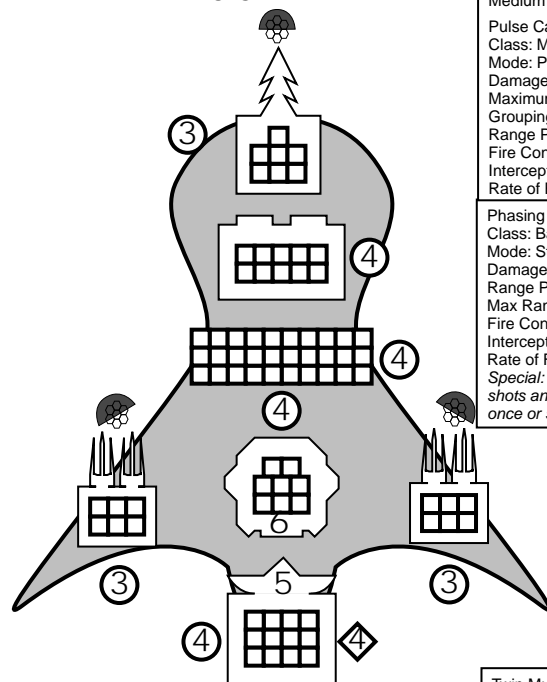
SPECIAL NOTES
Agile Ship
Atmospheric Capable

| SENSOR DATA |
|--------------|
| Defensive EW |
| Target #1 |
| Target #2 |
| Target #3 |
| Target #4 |
| Target #5 |
| Target #6 |

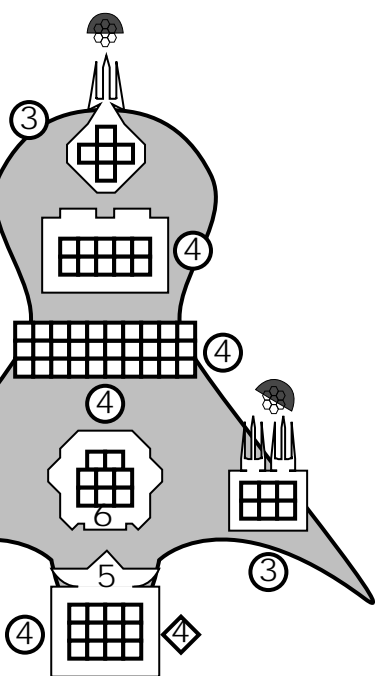
SLICER VARIANT



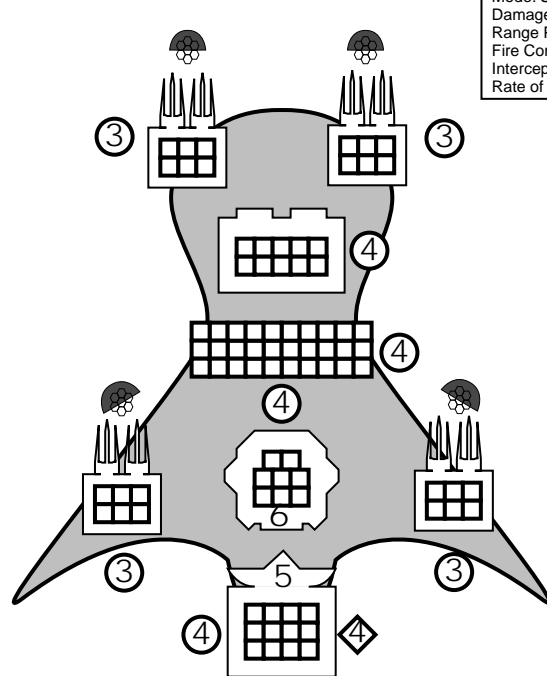
PULSE VARIANT










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|---|
| <p>Twin Multiphased Cutter Array</p> <p>Class: Molecular</p> <p>Mode: Standard</p> <p>Damage: 2d10+2</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +3/+3/+6</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 2 per turn</p> |
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TORPEDO VARIANT



ESCORT VARIANT

| ICON RECOGNITION | |
|---|----------------------------------|
|  | Control |
|  | Drive |
|  | Reactor |
|  | Ultralight Slicer Beam |
|  | Twin Multiphased Cutter Array |
|  | Phasing Torpedo |
|  | Medium Phasing Pulse Cannon |