



Two satisfied customers

FORWARBITS
1-3Retro Thrust
4-9Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit

AFT HITS
1-4Main Thrust
5-8:Twin Array
9:Jump Engine
10-18:Aft Struct
19-20:PRIMARY Hit

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Centauri Fantastic Vir's Class Hair Designer

SPECS

Class: Hvy Combat Vls
In Service: The '80's
Point Value:
Ramming Factor:
Jump Delay: 20 Turns

MANEUVERING

Turn Cost2/3 Speed
Turn Delay: 1/2 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

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

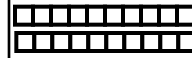
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters

2 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hair Salon
- Twin Array

