

## Centauri Valvenu Class Fast Warship

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2170	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 135	Pivot Cost: 2+2 Thrust	Extra Power: 4
Jump Delay: 16 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA	
Matter Cannon	
Class: Matter	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Twin Array	
Class: Particle	
Modes: 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**  
 1-3: Retro Thrust  
 4-5: Matter Cannon  
 6-9: Twin Array  
 10-18: Forward Struct  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-5: Main Thrust  
 6-9: Jump Engine  
 10-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-7: Primary Struct  
 8-10: Port/Stb Thrust  
 11-12: Sensors  
 13-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

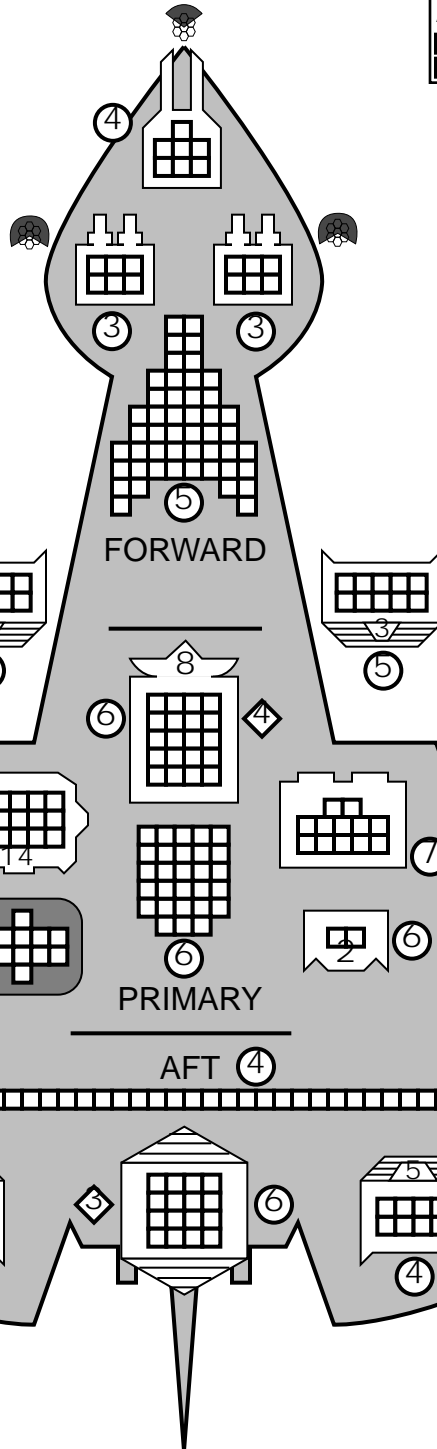
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Matter Cannon
- Twin Array