

Cutai variant (Unique) Name: _____ Counter: _____

Centaurs Pealia Close Assault Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 2188
Point Value: 550
Ramming Factor: 160
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: -4
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

Plasma Stream

Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

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

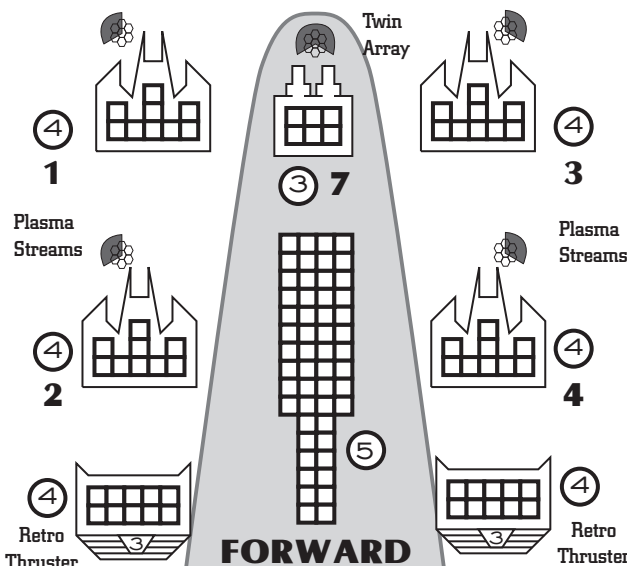
#no	Turn Recharged	Mode Criticals
#1		
#2		
#3		
#4		
#5		
#6		

HANGAR

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

AFT HANGAR

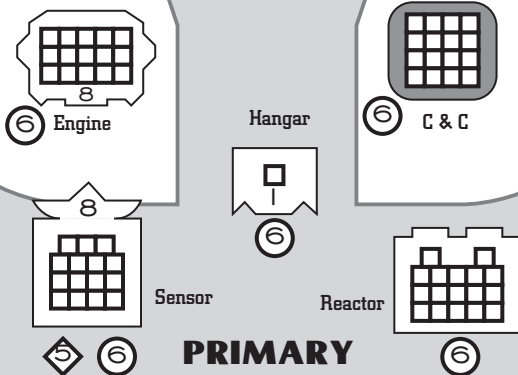
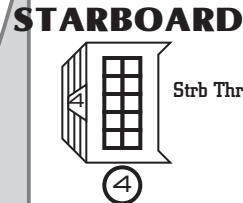
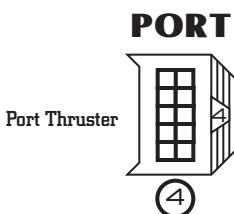
6 Medium Fighters



FORWARD HITS
1-4: Retro Thrust
5-9: Plasma Stream
10-11: Twin Array
12-18: FW Structure
19-20: PRIMARY Hit

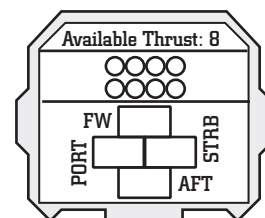
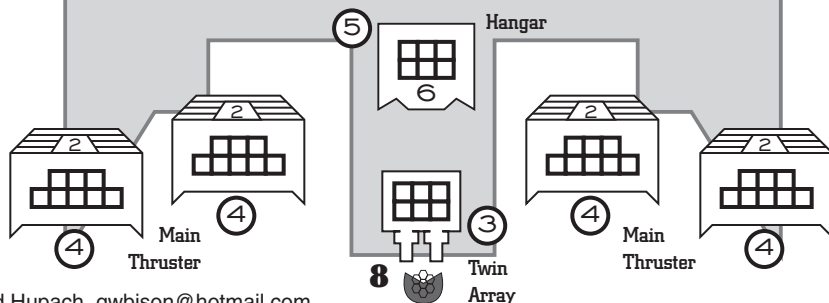
AFT HITS
1-4: Main Thrust
5-6: Aft Hangar
7-8: Twin Array
9-18: Aft Structure
19-20: PRIMARY Hit

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



PRIMARY

AFT



Available Thrust: 8	
FW	STRB
PORT	AFT
8	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	