

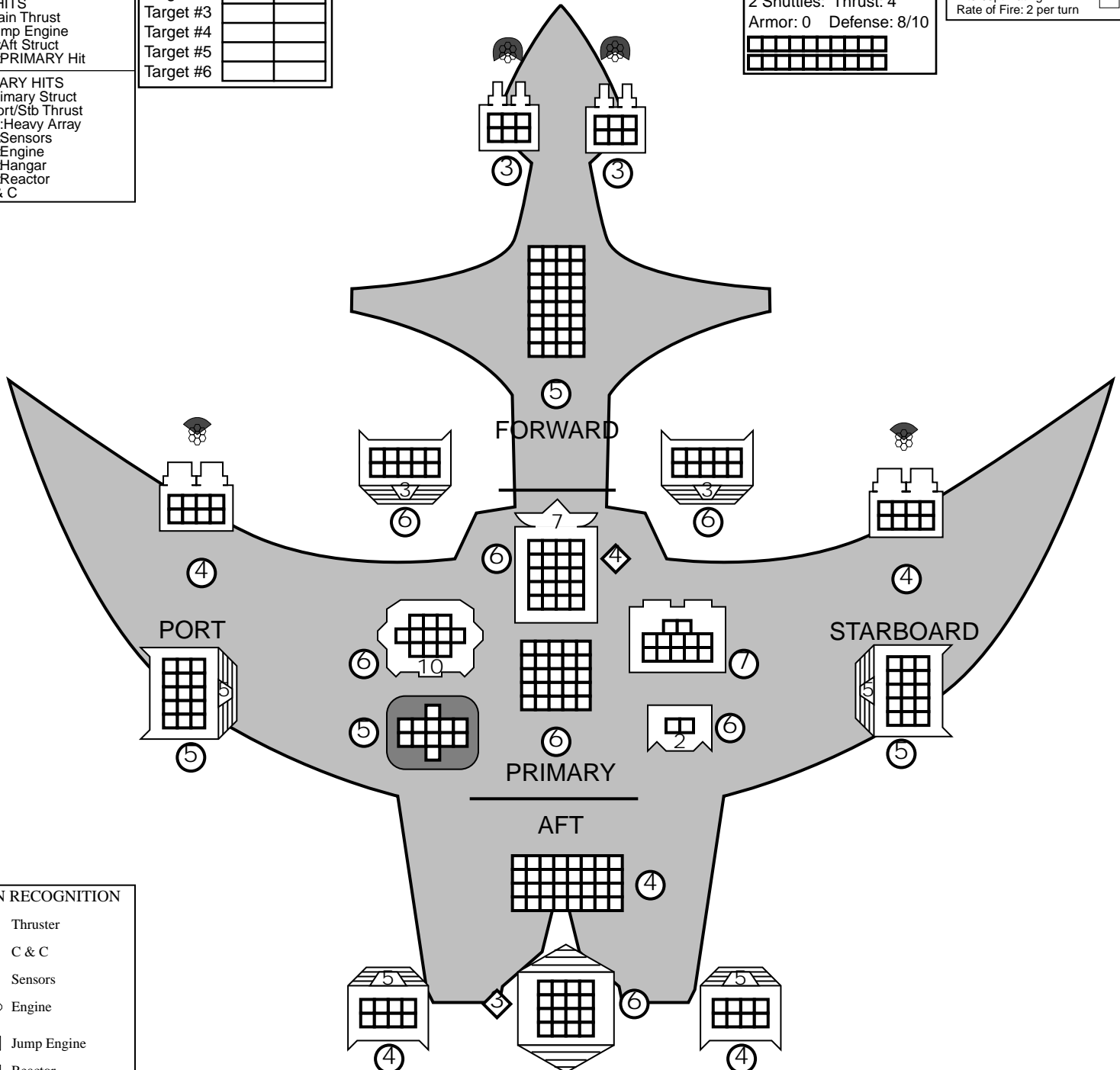
# Centaury Hyenai Light Warship










SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2247	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: +8
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	

WEAPON DATA
Heavy Array Class: Particle Mode: Standard Damage: 2d10+6 Range Penalty: -1 per hex Fire Control: +4/+3/+2 Intercept Rating: -2 Rate of Fire: 2 per turn
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 HITS	SENSOR DATA
1-3: Retro Thrust	Defensive EW
4-9: Twin Array	Target #1
10-18: Forward Struct	Target #2
19-20: PRIMARY Hit	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
	Heavy Array
	Twin Array