



# Centauri Vincer Gunship



SPECS		MANEUVERING								COMBAT STATS			
Class: Capital Ship		Turn Cost: 2/3 Speed								Fwd/Aft Defense: 16			
In Service: 2261		Turn Delay: 2/3 Speed								Stb/Port Defense: 17			
Point Value:		Accel/Decel Cost: 3 Thrust								Engine Efficiency: 2/1			
Ramming Factor:		Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 16 Turns		Roll Cost: 2+2 Thrust								Initiative Bonus: +0			
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	2	3	4	4	5	6	6	7	8	8	

WEAPON DATA
Battle Lance
Class: Laser
Modes: R, P
Damage: 6d10+20
Range Penalty: -1 per 5 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Can fire as two battle lasers at the same or different targets.
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

SIDE HITS
1-4:Port/Stb Thrust
5-8:Battle Lance
9-10:Twin Array
11-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-8:Main Thrust
9-10:Twin Array
13-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9-10:Retro Thrust
11-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Special Hull Arrangement (No Forward Hits or Structure)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

