

Centauri Bowtai Light Strike Carrier



2ND EDITION

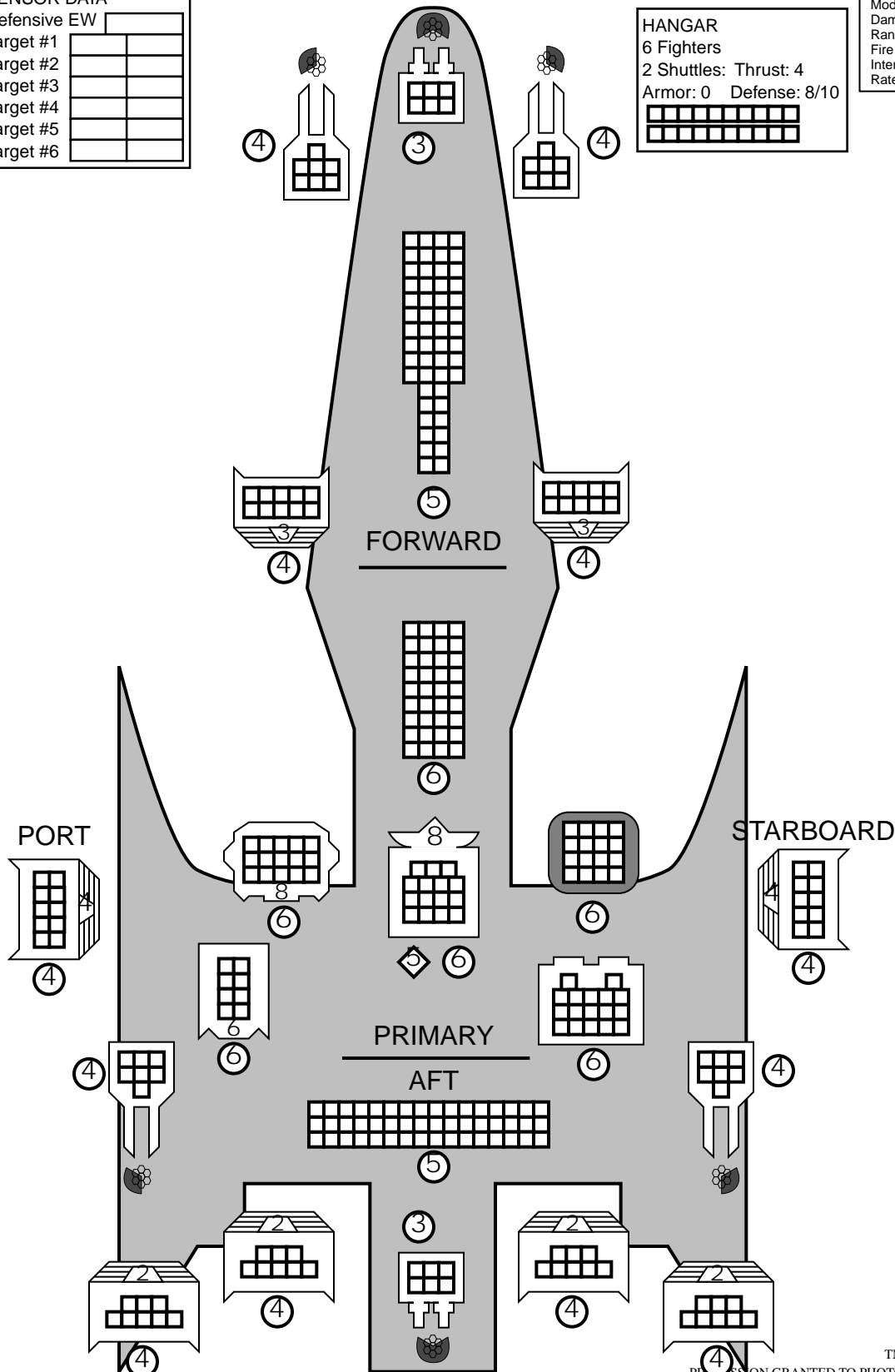
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsr	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2225	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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	
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	
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
1-4: Retro Thrust
5-9: Matter Cannon
10-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-4: Main Thrust
5-7: Matter Cannon
8-9: Twin Array
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-10: Port/Stb Thrust
11-13: Sensors
14-15: 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
6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Matter Cannon