



## Centauri Centenus Class Attack Boats

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Svc: 2192/2195	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot/Jink Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

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	
Assault Laser	
Class: Laser	
Mode: R,P	
Damage: 3d10+4	
Range Penalty: -1 per 3 per hex	
Fire Control: +3/+3/-4	
Intercept Rating: N/A	
Rate of Fire: 1 per 3 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	

### HIT LOCATIONS

1-10: Structure  
11-12: Matter Cannon/  
Assault Laser  
13-15: Twin Array  
16-17: Drive  
18-19: Reactor  
20: Control

### SPECIAL NOTES

Agile Ship  
Atmospheric Capable

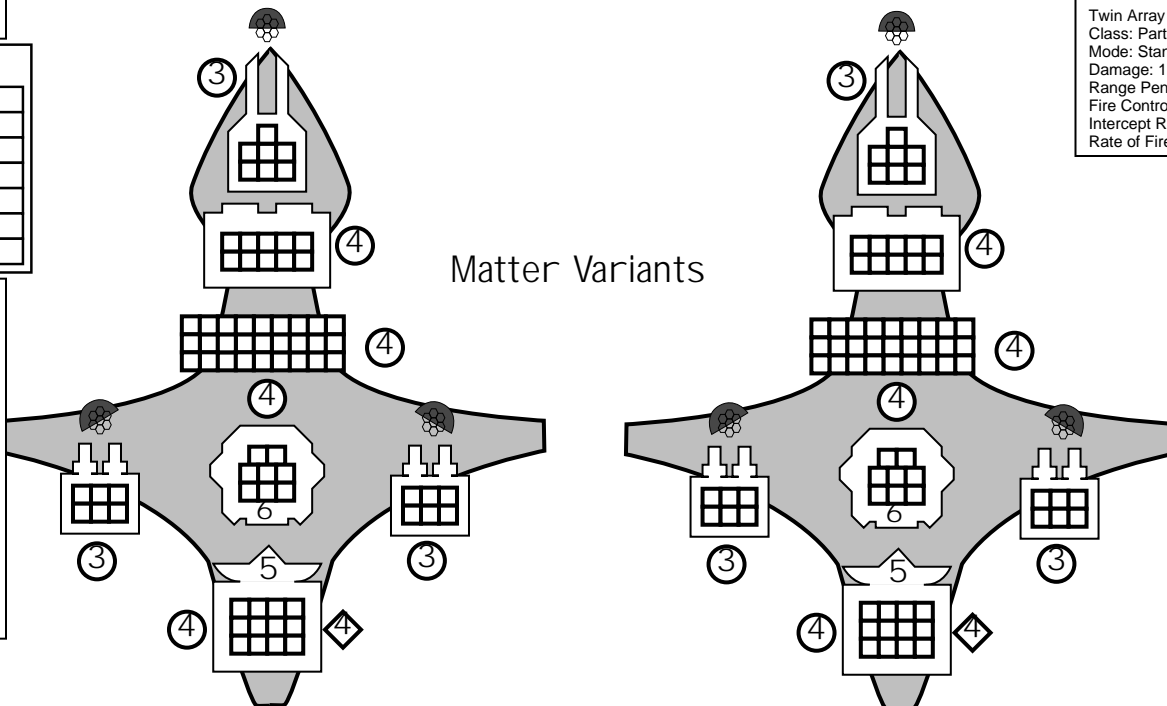
### SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

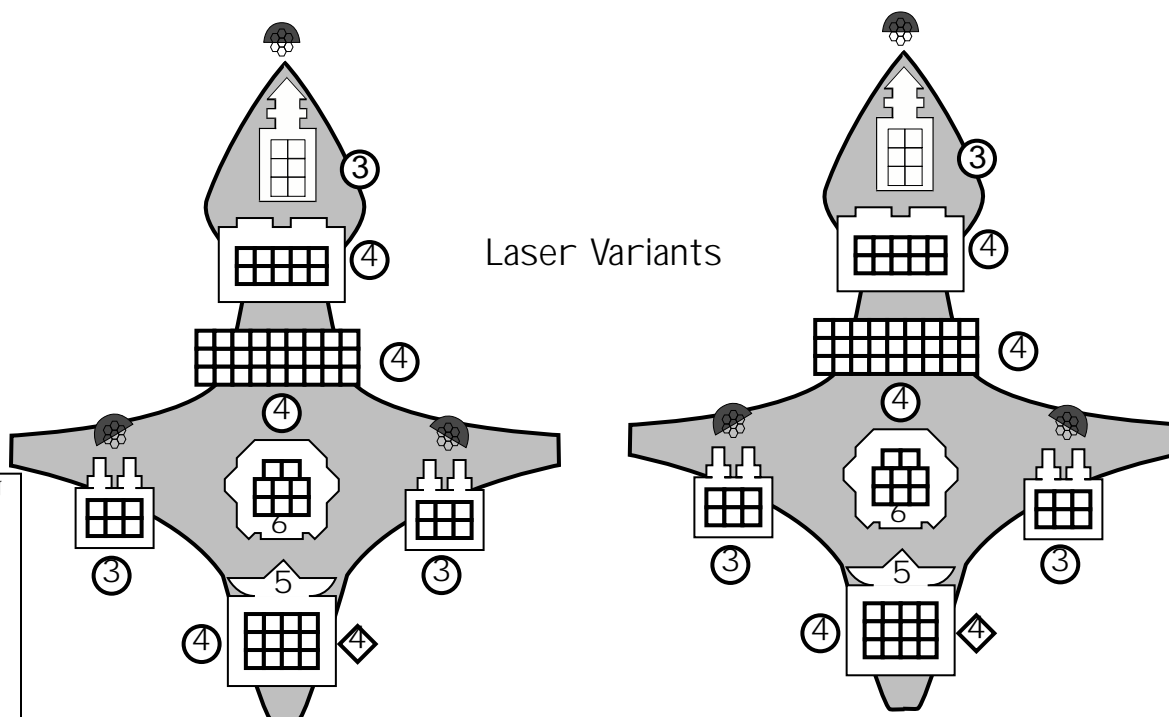
### LCV SUMMARY

Enemy weapons use the medium ship fire control rating to hit LCVs  
Has only one hit location chart  
Enemy called shots can be used on weapons only  
Drive system applies thrust to any direction as needed  
Control system provides all sensors and C&C abilities  
Basic initiative bonus of +14  
Can jink up to 4 levels using the pivot cost per level  
Loss of reactor does not automatically destroy ship  
Only one breaching pod can attach at a time  
Does not use shuttles

### Matter Variants



### Laser Variants



### ICON RECOGNITION

