

Centaury Jaki Light Warship

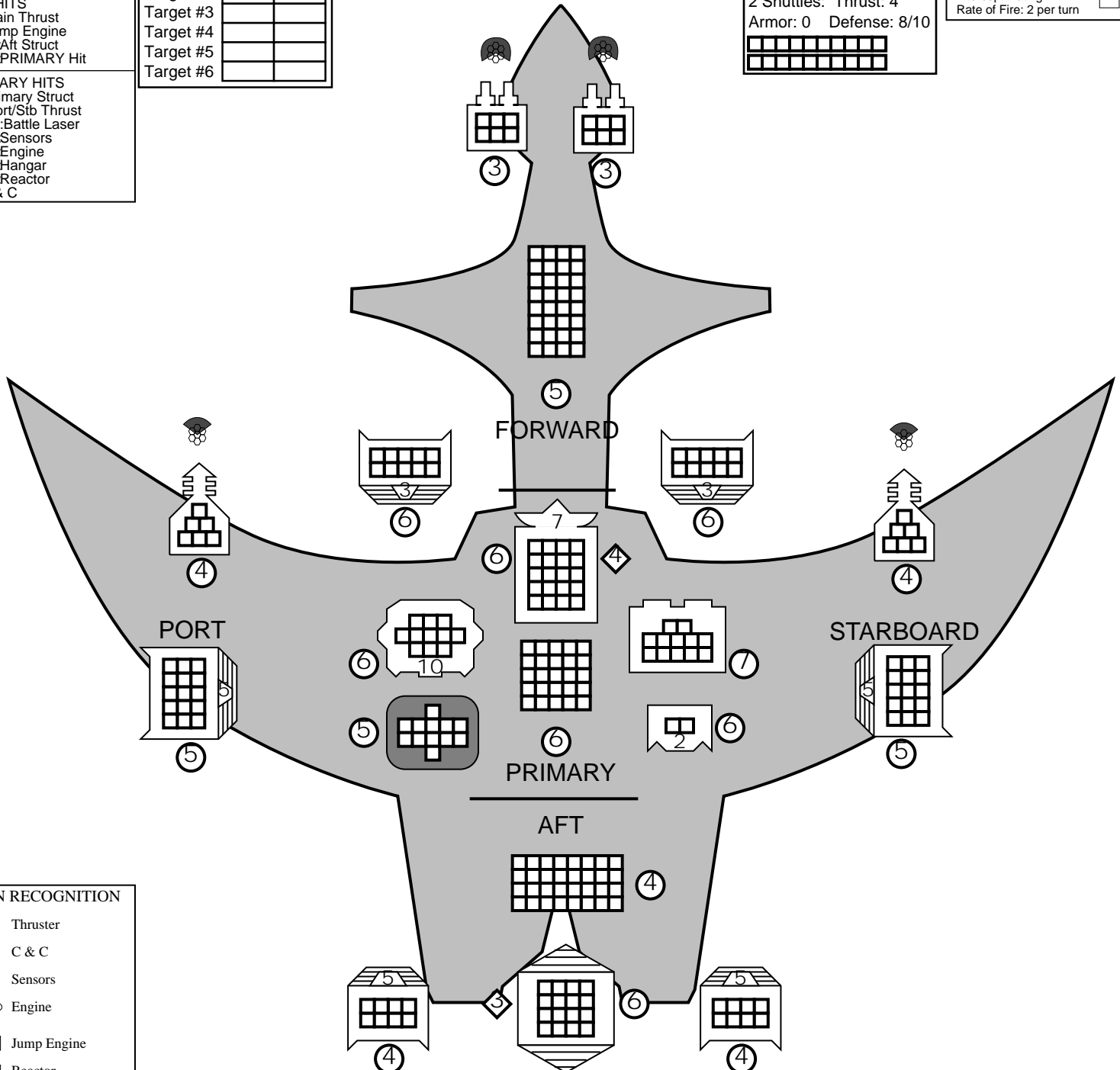
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vs	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2178	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 4
Jump Delay: 16 Turns	Roll Cost: 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
Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
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

FORWARD BITS
1-3 Retro Thrust
4-9 Twin Array
10-18 Forward Struct
19-20 PRIMARY Hit
AFT BITS
1-5 Main Thrust
6-9 Jump Engine
10-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY BITS
1-6 Primary Struct
7-9 Port/Stb Thrust
10-11 Battle Laser
12-13 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
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Battle Laser
	Twin Array