

Centaury Londra Light Warship

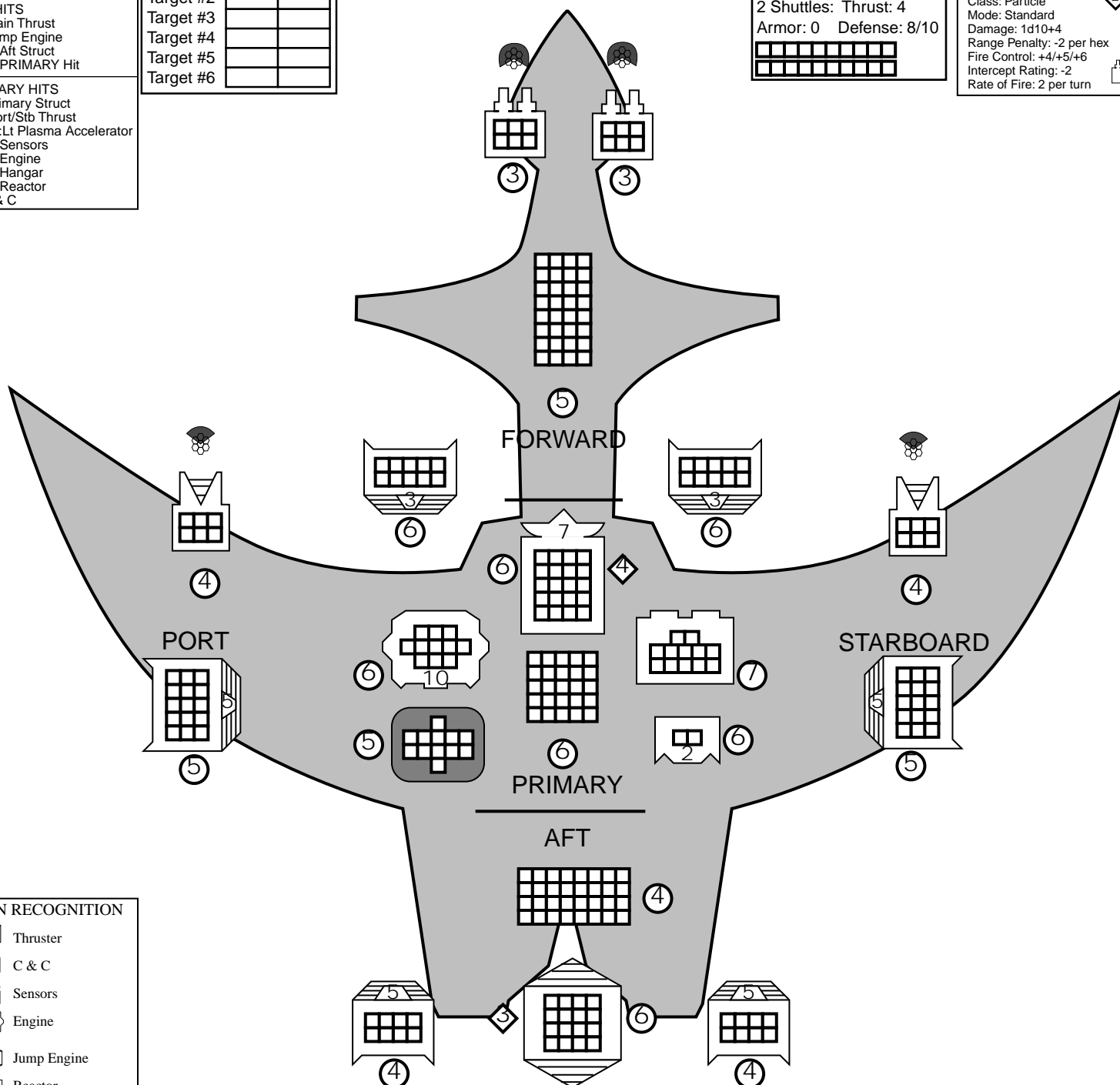
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2236	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: +8
Jump Delay: 16 Turns	Roll Cost: 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
Lt Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 3d10+8 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+2 -1/hex
1 per 2 turns: 2d10+5 -1/hex
Twin Array
Class: Particle
Modes: 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
1-3: Retro Thrust
4-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-9: Jump Engine
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-9: Port/Stb Thrust
10-11: Lt Plasma Accelerator
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
	Lt Plasma Accelerator
	Twin Array