

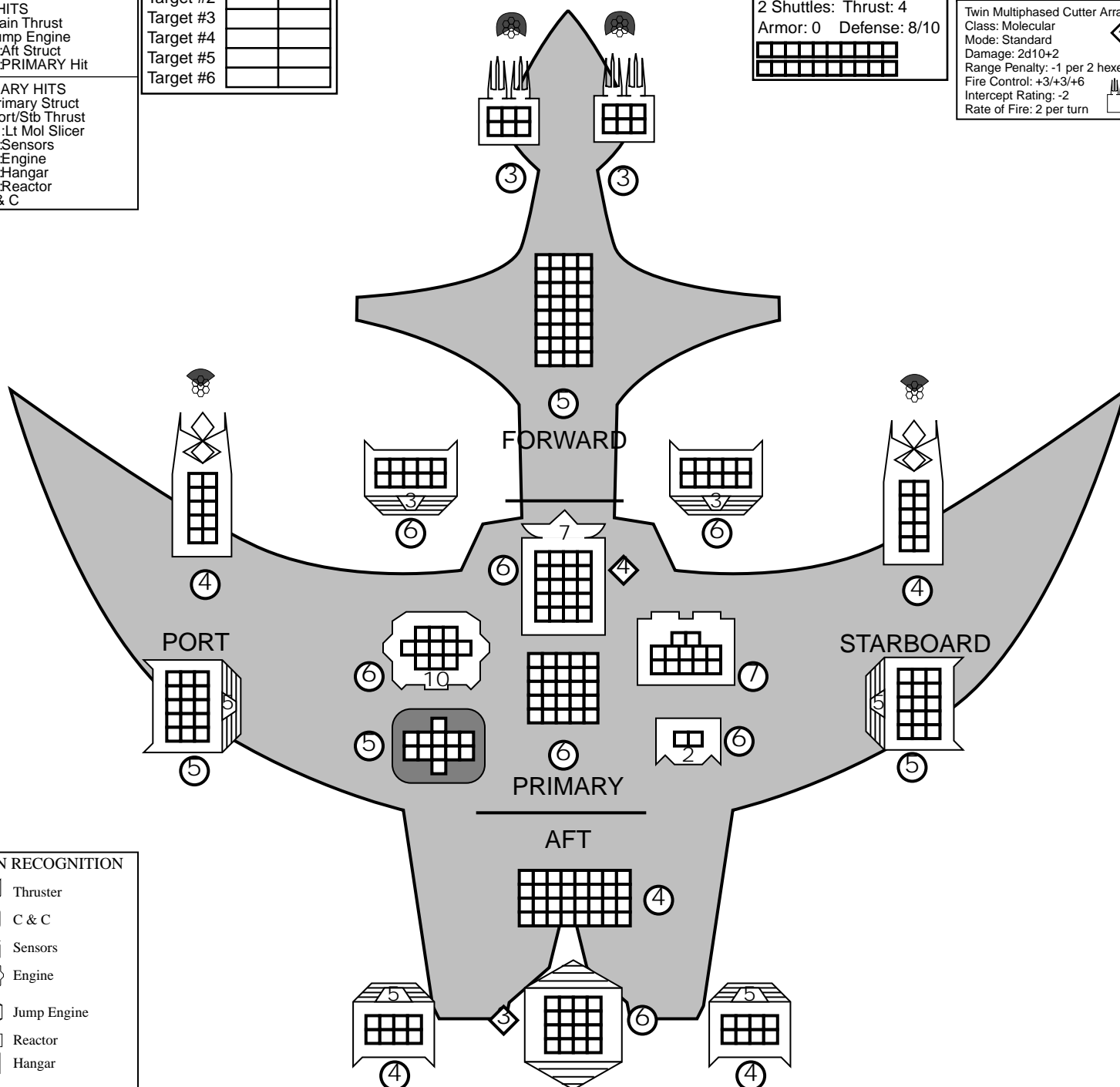
Centaury Wolvack Light Warship










SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	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
Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.
Twin Multiphased Cutter Array
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS	SENSOR DATA
1-3: Retro Thrust	Defensive EW
4-9: Twin Cutter Array	Target #1
10-18: Forward Struct	Target #2
19-20: PRIMARY Hit	Target #3
	Target #4
	Target #5
	Target #6
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 Mol Slicer	
12-13: Sensors	
14-15: Engine	
16-17: Hangar	
18-19: Reactor	
20: C & C	

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Light Slicer Beam
	Twin Multiphased Cutter Array