

Centauri Varatian Light Warship



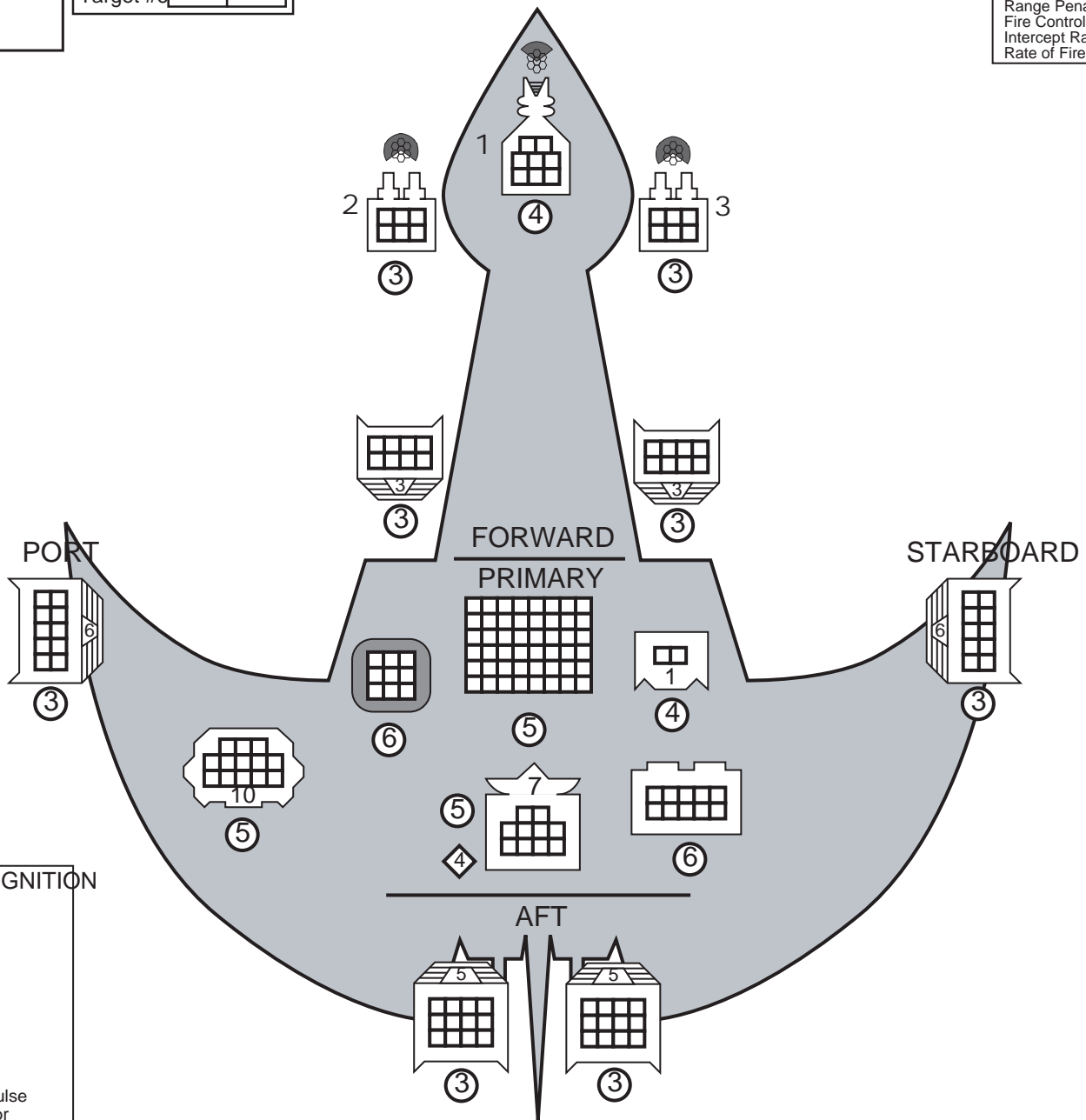
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service:	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +13
Speed	Turn Cost	Turn Delay
1	1	1
2	1	1
3	1	1
4	2	2
5	2	2
6	2	2
7	3	3
8	3	3
9	3	3
10	4	4
11	4	4
12	4	4

WEAPON DATA
Plasma Pulse Accelerator
Class: Plasma
Mode: Pulse
Damage: 15 1d3 times (-1 per 2 hexes)
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-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 2 turns: 1d2 times (-1 per hex)
Pulse Grouping: +1 per 5
1 per turn: 1 time (-1 per hex)
no pulse grouping bonus
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
5-7: PI Pulse Accelerator
8-10: Twin Array
11-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-10: Port/Stb Thrust
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Agile Ship
SENSOR DATA
Defensive EV
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Plasma Pulse Accelerator
Twin Array