



Centauri Vincer Gunship

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 16					
In Service: 2261		Turn Delay: 2/3 Speed						Stb/Port Defense: 17					
Point Value: 785		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 240		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Jump Delay: 16 Turns		Roll Cost: 2+2 Thrust						Initiative Bonus: +0					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	

WEAPON DATA

Battle Lance

Class: Laser
Modes: R, P
Damage: 6d10+20
Range Penalty: -1 per 5 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire as two battle lasers at the same or different targets.

SIDE HITS

1-4: Port/Stb Thrust
5-8: Battle Lance
9-10: Twin Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Twin Array
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Retro Thrust
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Unique Ship
Special Hull Arrangement
(No Forward Hits or Struct)

SENSOR DATA

Defensive EW

Target #1

Target #2

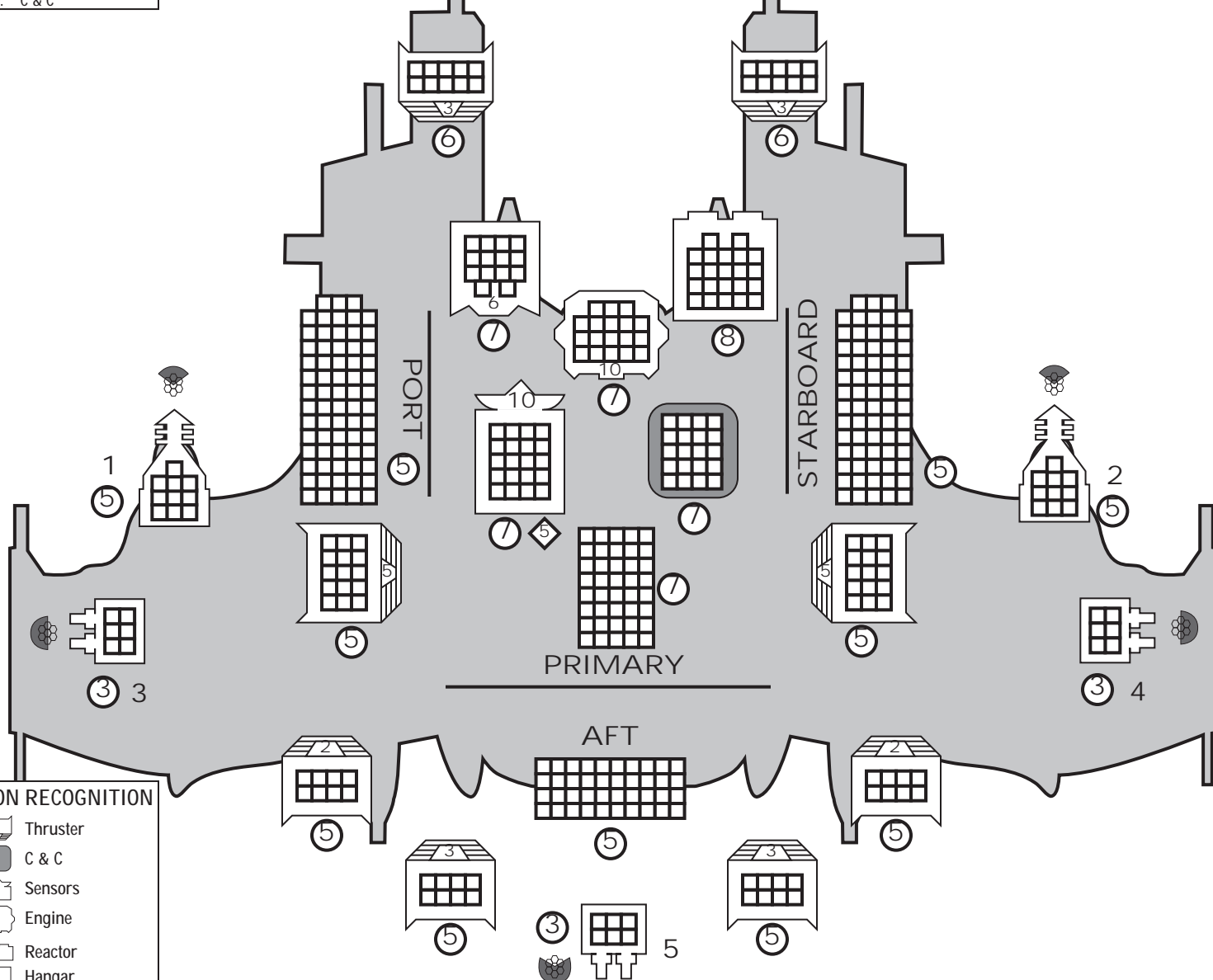
Target #3

Target #4

Target #5

Target #6

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ICON RECOGNITION

