



Centauri Javelin Fast Courier

| SPECS | | MANEUVERING | | | | COMBAT STATS | | | | | | |
|--------------------|---|----------------------------|---|---|---|------------------------|---|---|---|----|----|----|
| Class: Medium Ship | | Turn Cost: 1/2 Speed | | | | Fwd/Aft Defense: 12 | | | | | | |
| In Service: 2201 | | Turn Delay: 2/3 Speed | | | | Stb/Port Defense: 13 | | | | | | |
| Point Value: 275 | | Accel/Decel Cost: 2 Thrust | | | | Engine Efficiency: 2/1 | | | | | | |
| Ramming Factor: 50 | | Pivot Cost: 2 Thrust | | | | Extra Power: +2 | | | | | | |
| Jump Delay: N/A | | Roll Cost: 2 Thrust | | | | Initiative Bonus: +12 | | | | | | |
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Turn Cost | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

| WEAPON DATA | |
|---------------------------|---|
| 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

1-6: Retro Thrust
7-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Twin Array
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-9: Cargo
10-11: Quarters
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4
Target #5

Target #5
Target #4

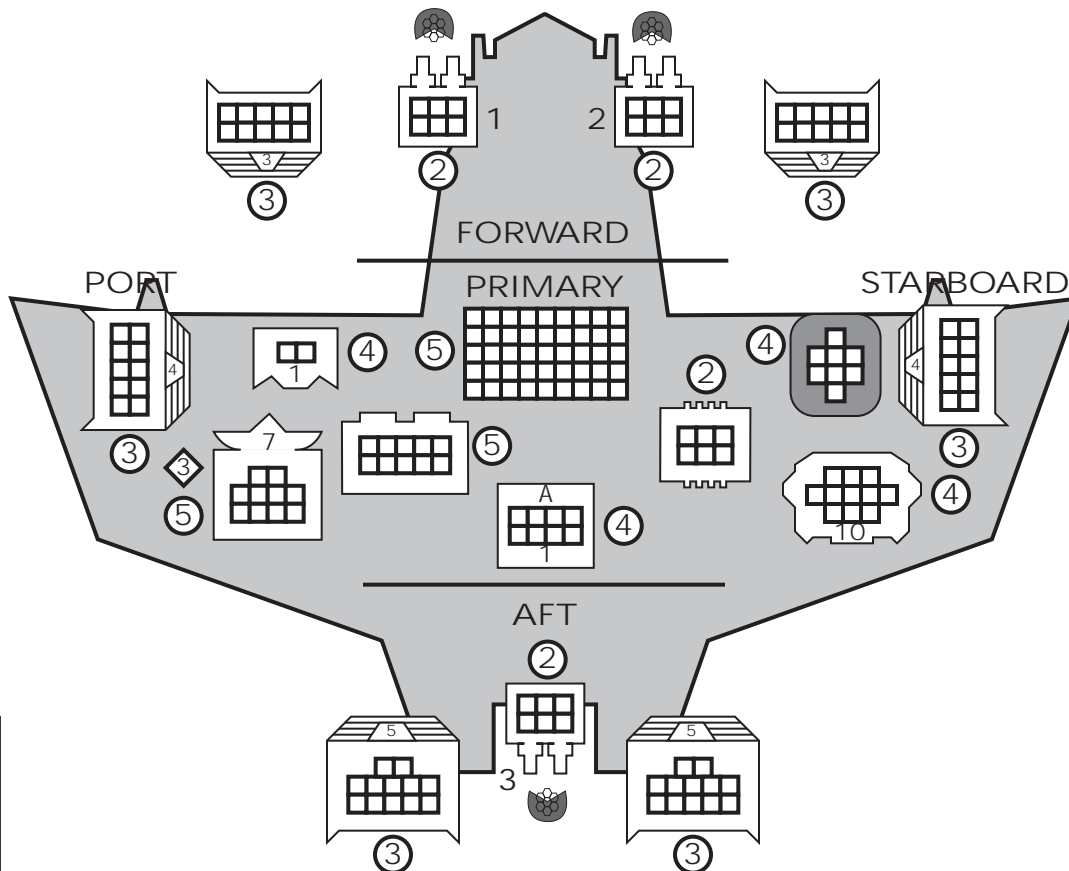
target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

