

# Centauri Kutai Gunship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2134  
Point Value: 535  
Ramming Factor: 160  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Def: 14  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +6

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	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

### Matter Cannon

Class: Matter  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### 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

1-4: Retro Thrust  
5-9: Matter Cannon  
10-11: Twin Array  
12-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-7: Matter Cannon  
8-9: Twin Array  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Port/Stb Thrust  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

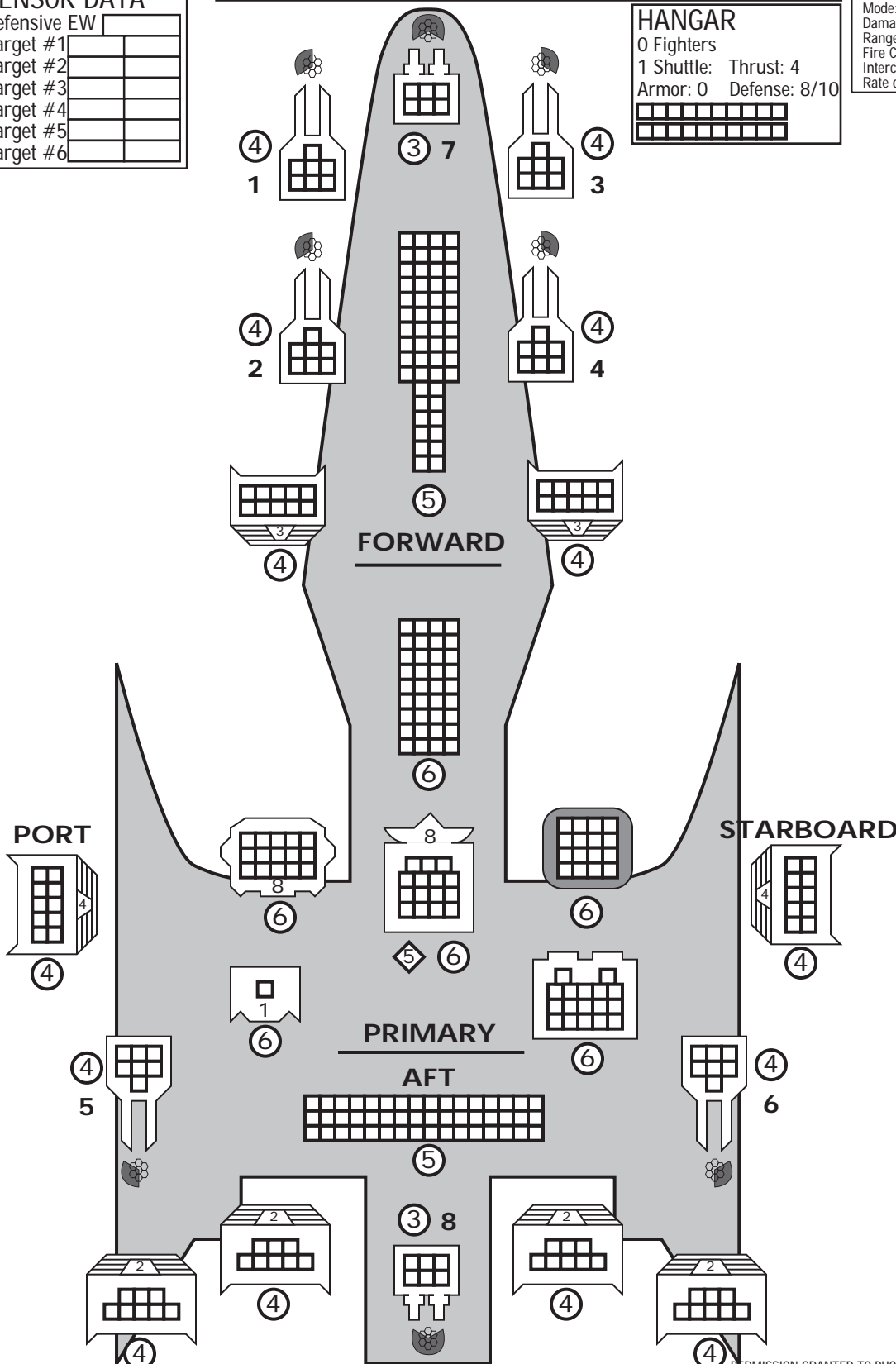
Target #6

## HANGAR









0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Twin Array
-  Matter Cannon