






# Centauri Kendari Fleet Scout

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 15					
In Service: 1912		Turn Delay: 1 x Speed						Stb/Port Defense: 16					
Point Value: 500		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 3/1					
Ramming Value: 240		Pivot Cost: 3+3 Thrust						Extra Power: +0					
Jump Delay: 20 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	3	4	5	6	7	8	9	10	11	12	
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	

WEAPON DATA	
<b>Particle Projector</b> Class: Particle Modes: Standard  Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +2/+2/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns 	
<b>Lt Particle Beam</b> Class: Particle Modes: Standard  Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn 	
<b>Sentinel Point Defense</b> Intercept Rating: -3 Rate of Fire: 1 per turn <b>OFFENSIVE MODE:</b> Not Available 	

### FORWARD HITS

- 1-6: Retro Thrust
- 7-8: Sentinel Point Defense
- 9-10: Particle Weapon
- 11-18: Forward Struck
- 19-20: PRIMARY Hit

**SIDE HITS**  
 1-6: Port/Stb Thrust  
 7-9: Particle Weapon  
 10-18: Port/Stb Struct  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-6: Main Thrust  
 7: Sentinel Point Defense  
 8-12: Jump Drive  
 13-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Primary Structure  
 11-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C & C

## SPECIAL NOTES

Limited Deployment (33%)  
ELINT Ship

## SENSOR DATA

### Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0    Defense: 8/10

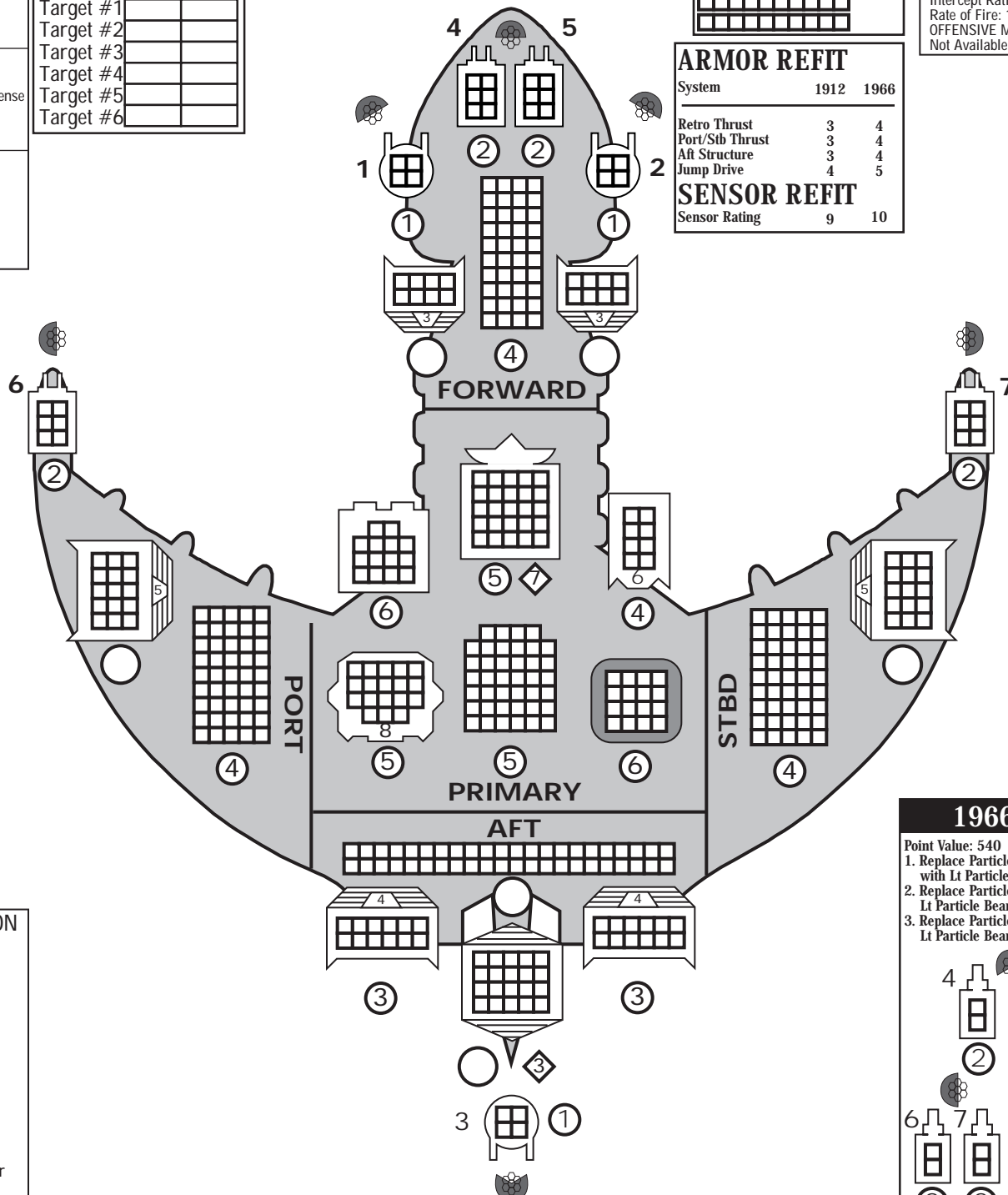
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## ARMOR REFIT











System	1912	1966
Retro Thrust	3	4
Port/Stb Thrust	3	4
Aft Structure	3	4
Jump Drive	4	5

## SENSOR REFIT

Sensor Rating	9	10
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## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Particle Projector
-  Light Particle Beam
-  Sentinel Point Defense

## 1966 Refit

Point Value: 540

1. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5
2. Replace Particle Projector 6 with Lt Particle Beams 6 and 7
3. Replace Particle Projector 7 with Lt Particle Beams 8 and 9

