

# Centauri Sakar Carrier

## SPECS

Class: Capital Ship  
In Service: 1875  
Point Value: 485  
Ramming Value: 290  
Jump Delay: 20 turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Def: 17  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

**Particle Projector**  
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

## Lt Particle Beam

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

## FORWARD HITS

1-5: Retro Thrust  
6-8: Particle Weapon  
9-12: Forward Hangar  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Particle Weapon  
9-12: Port/Stb Hangar  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Drive  
10-11: Particle Weapon  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-11: Primary Structure  
12-14: Sensors  
15-16: Engine  
17: Primary Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

0 Fighters

4 Shuttles: Thrust: 3

Armor: 0 Defense: 10/11

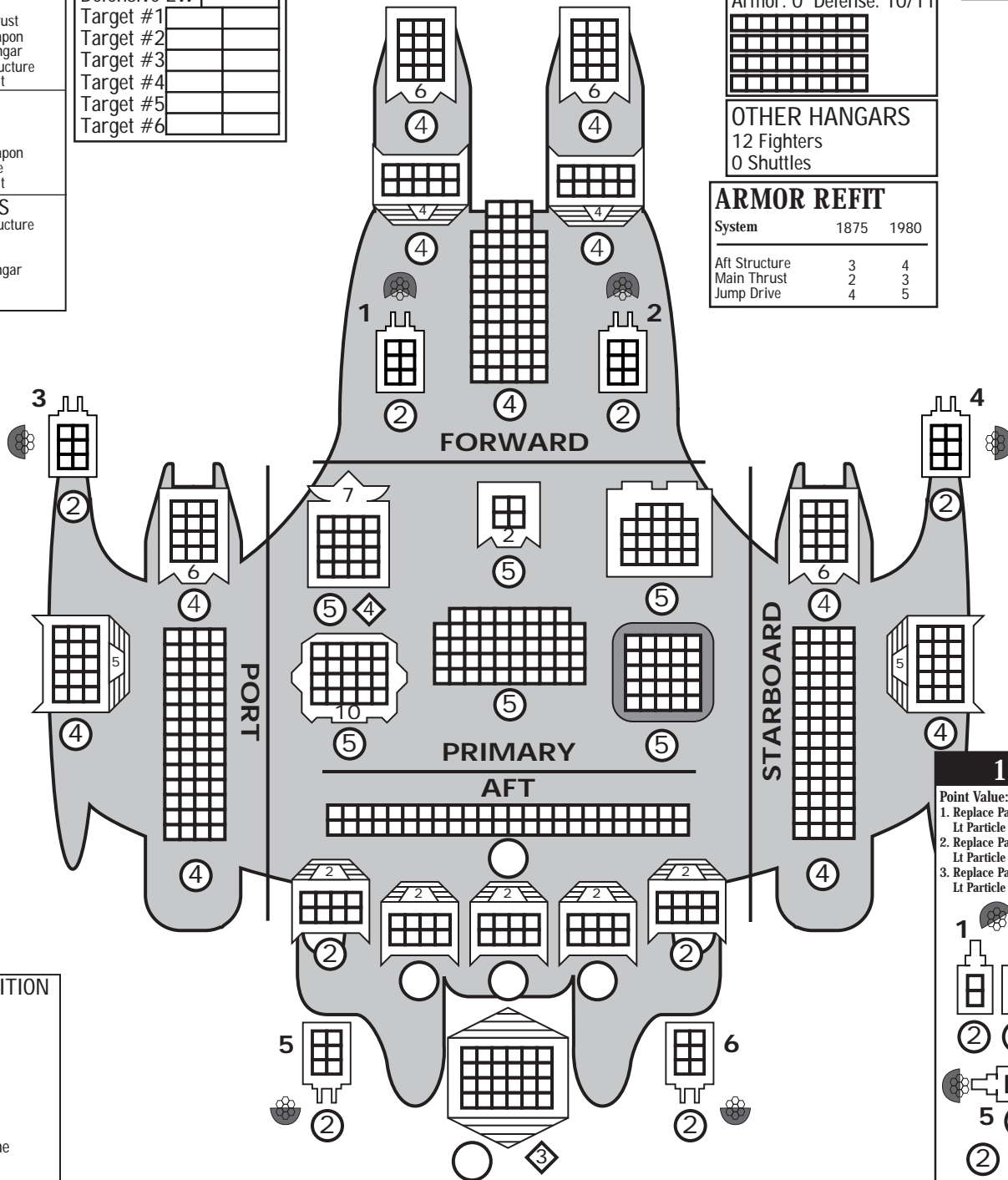
## OTHER HANGARS

12 Fighters

0 Shuttles

## ARMOR REFIT

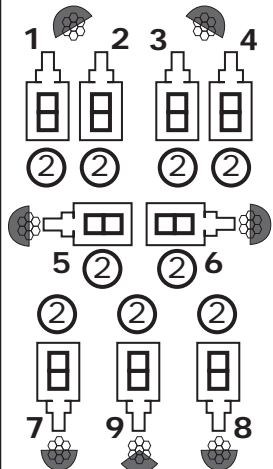
System	1875	1980
Aft Structure	3	4
Main Thrust	2	3
Jump Drive	4	5



## 1980 Refit

Point Value: 500

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Projector
- Lt Particle Beam