

## Centauri Sentinel Escort Boat

### SPECS

Class: Medium Ship  
In Service: 2246  
Point Value:  
Ramming Factor: 40  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +14

### WEAPON DATA

Ballistic Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 2d10  
Range Penalty: None  
Max Range: 25 hexes  
Fire Control: +4/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Can hold up to six shots and fire them all at once or separately. See rules.

Guardian Array  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/+8  
Range Penalty: -3 per hex

**FORWARD HITS**  
1-6:Retro Thrust  
7-8:Ballistic Torpedo  
9-12:Guardian Array  
13-17:Structure  
18-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-10:Guardian Array  
11-17:Structure  
18-20:PRIMARY Hit

**PRIMARY HITS**  
1-8:Port/Stb Thrust  
9-11:Sensors  
12-15:Engine  
16-17:Hangar  
18-19:Reactor  
20:C & C

### SPECIAL NOTES

Agile Ship

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

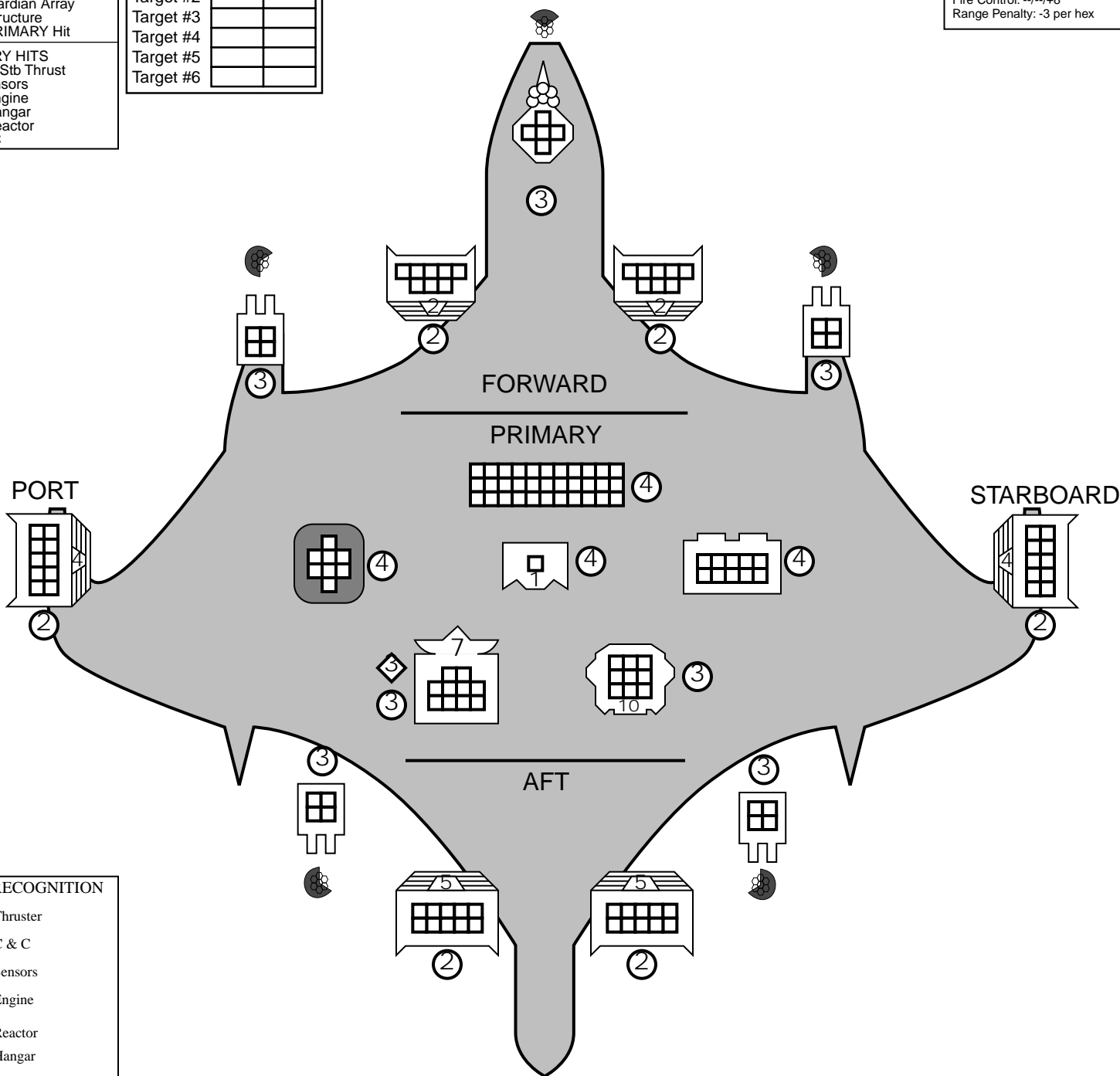
### HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10

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### ICON RECOGNITION

