



Centauri Sarbinden Class Blockade Runner



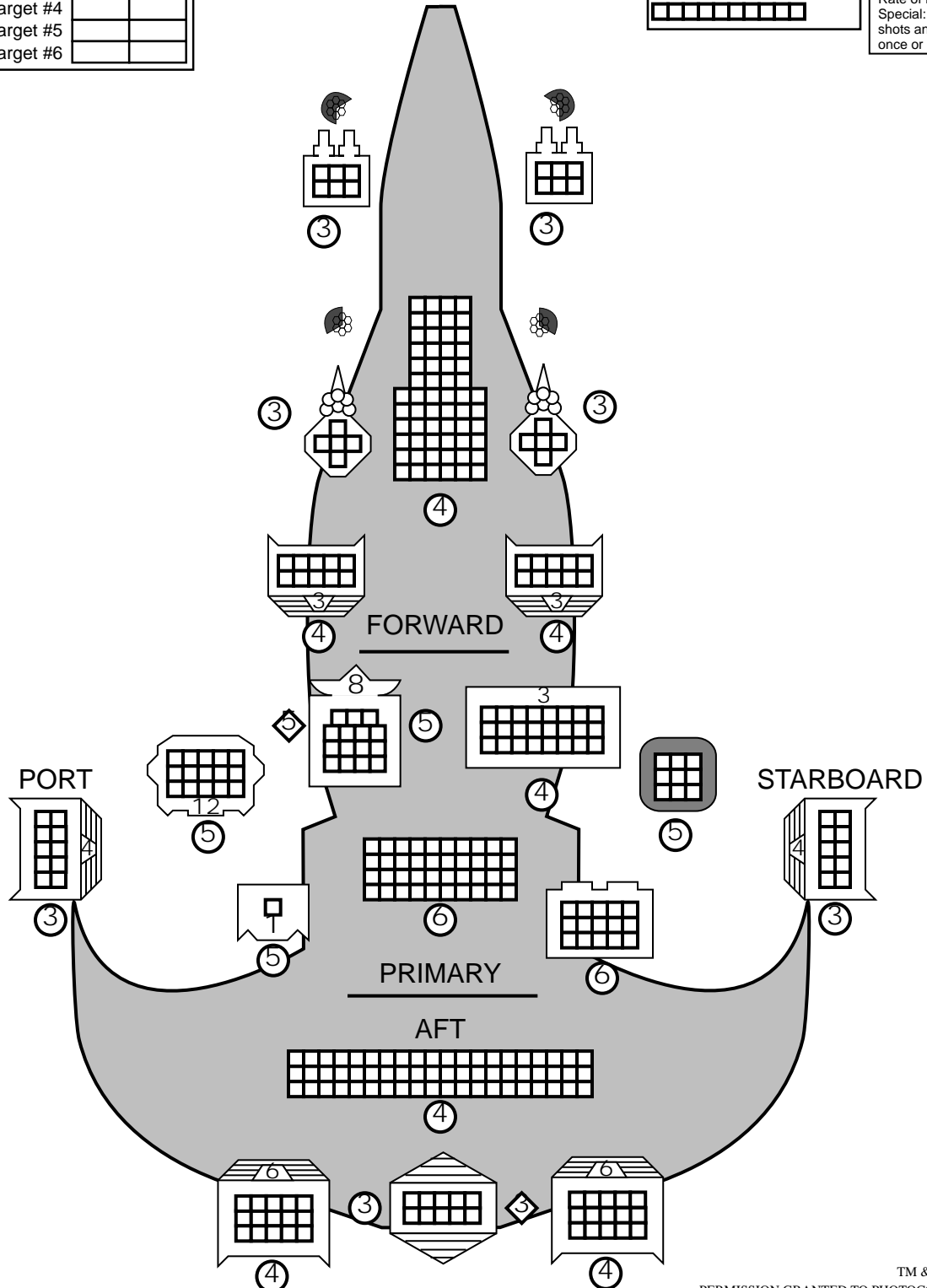
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat V	Turn Cost 1/2 Speed	Fwd/Aft Def: 14
In Service: 2248	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Twin Array	2
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	
Ballistic Torpedo	6
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.	

FORWARBITS
1-3Retro Thrust
4-5:Ballistic Torp Launcher
6-9:Twin Array
10-18: Forward Struct
19-20:PRIMARY Hit
AFT HITS
1-6Main Thrust
7-9: Jump Engine
10-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-6Primary Struct
7-9Port/Stb Thrust
10-11: Cargo
12-13: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

	Thrust
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Ballistic Torpedo
	Twin Array