

Centauri Saxori Class Patrol Leader

SPECS

Class: Medium Ship
In Service: 2253
Point Value:
Ramming Factor:
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: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: -4
Initiative Bonus: +12

WEAPON DATA

Heavy Array
Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Heavy Particle Beam
Class: Matter
Modes: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array
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

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



FORWARD HITS
1-3: Retro Thrust
4-5: Heavy Array
6-8: Hvy Particle Beam
9-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Twin Array
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Array
- Heavy Particle Beam
- Twin Array

