



Centauri Kendarus Fleet Scout



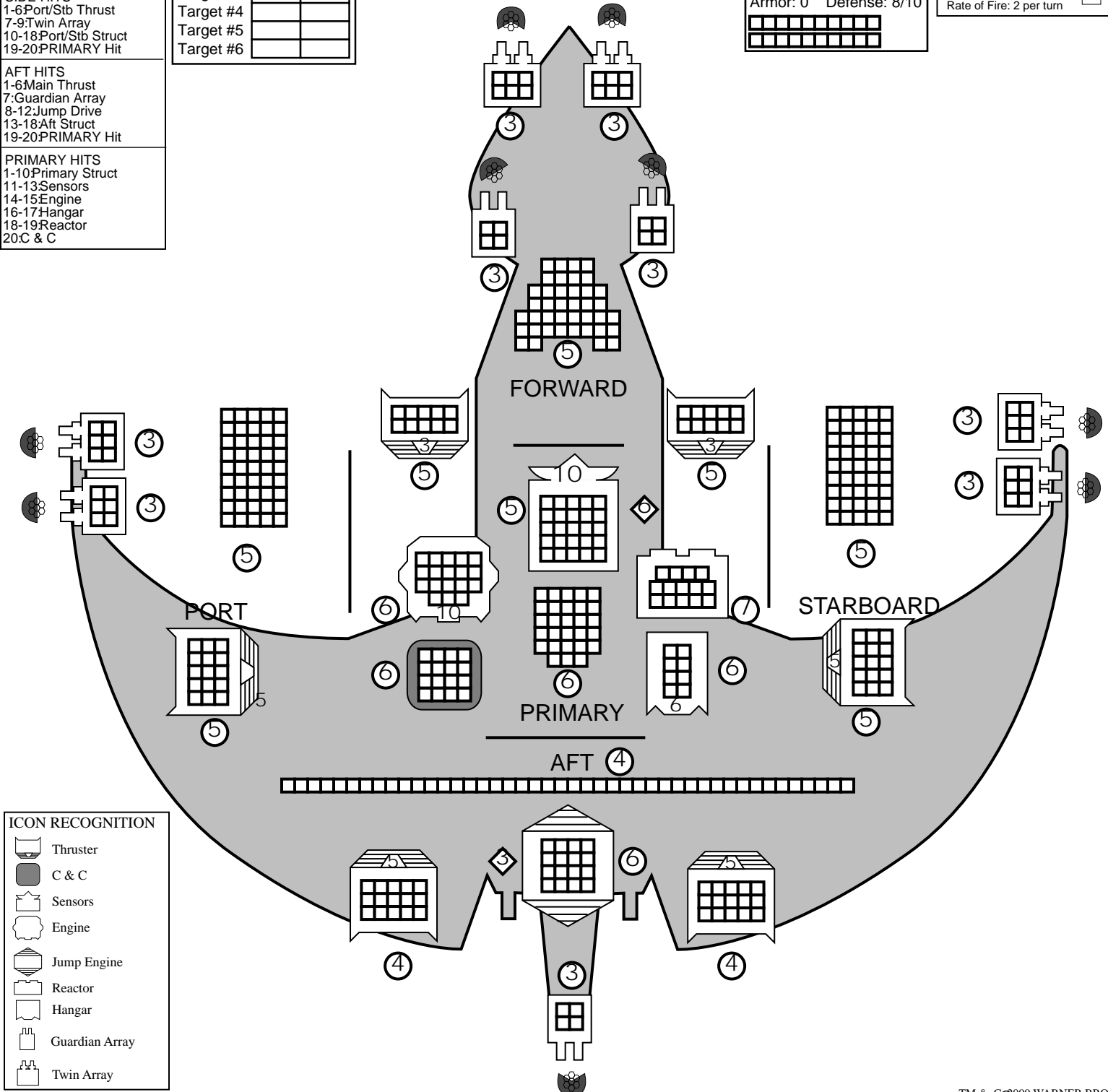
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 15
In Service: 2155	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 18 Turns	Roll Cost: 2+2 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	
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	
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	

FORWARD BITS
1-6 Retro Thrust
7-8 Guardian Array
9-10 Twin Array
11-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-6 Port/Stb Thrust
7-9 Twin Array
10-18 Port/Stb Struct
19-20 PRIMARY Hit
AFT HITS
1-6 Main Thrust
7 Guardian Array
8-12 Jump Drive
13-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY HITS
1-10 Primary Struct
11-13 Sensors
14-15 Engine
16-17 Hangar
18-19 Reactor
20 C & C

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

HANGAR	
6 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 8/10	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Guardian Array
	Twin Array