

Centauri Barbados Patrol Leader

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2150	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2 Thrust	Extra Power: +2
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 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	

WEAPON DATA	
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	

FORWARBITS
 1-6 Retro Thrust
 7-8 Hvy Particle Beam
 9-12 Twin Array
 13-17 Structure
 18-20 PRIMARY Hit

AFT HITS
 1-6 Main Thrust
 7-10 Twin 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

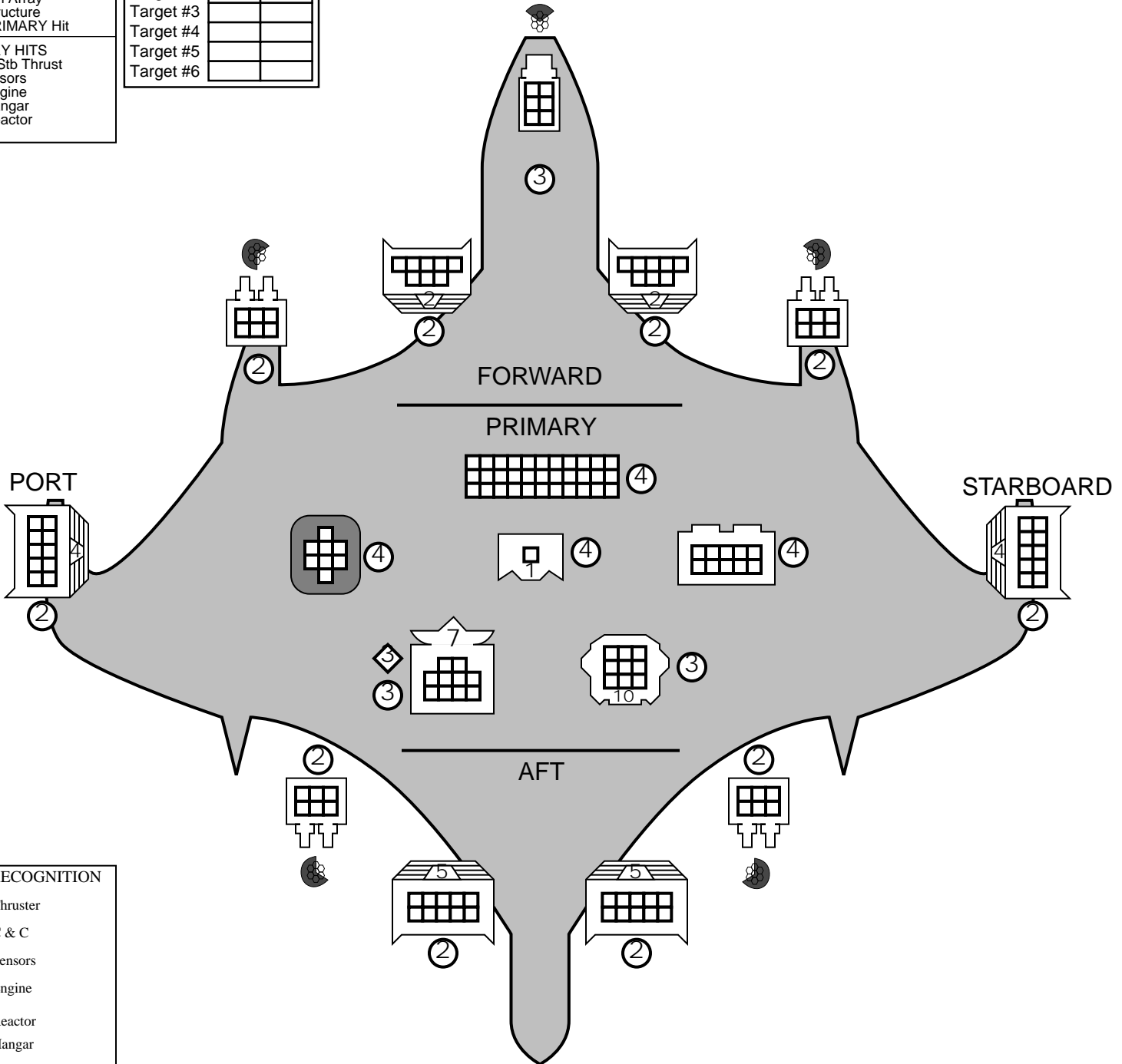
HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10

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ICON RECOGNITION

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