



## Centauri Denisius Patrol Tender

### SPECS

Class: Capital Ship  
In Service: 2199  
Point Value:  
Ramming Factor: 260  
Jump Delay: 16 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

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 HITS**  
1-3: Retro Thrust  
4-7: Twin Array  
8-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-3: Port/Stb Thrust  
4-6: Docking Collar  
7-8: Cargo  
9-11: Twin Array  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-7: Main Thrust  
8-12: Jump Drive  
13-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-9: Primary Struct  
10-12: Sensors  
13-15: 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: 3  
Armor: 1 Defense: 8/10

### ICON RECOGNITION

