



## Centauri Gaullis Class Patrol Ship



| SPECS              | MANEUVERING                | COMBAT STATS           |
|--------------------|----------------------------|------------------------|
| Class: Medium Ship | Turn Cost: 1/3 Speed       | Fwd/Aft Defense: 12    |
| In Service: 2185   | Turn Delay: 1/3 Speed      | Stb/Port Defense: 13   |
| Point Value:       | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 2/1 |
| Ramming Factor:    | Pivot Cost: 2 Thrust       | Extra Power: -10       |
| Jump Delay: N/A    | Roll Cost: 2 Thrust        | Initiative Bonus: +12  |
| 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                   |  |
|-------------------------------|--|
| Battle Laser                  |  |
| Class: Laser                  |  |
| Modes: R, P                   |  |
| Damage: 4d10+12               |  |
| Range Penalty: -1 per 4 hexes |  |
| Fire Control: +4/+3/-3        |  |
| Intercept Rating: n/a         |  |
| Rate of Fire: 1 per 3 turns   |  |
| Matter Cannon                 |  |
| Class: Matter                 |  |
| Modes: Standard               |  |
| Damage: 2d10+2                |  |
| Range Penalty: -1 per 2 hexes |  |
| Fire Control: +3/+3/-2        |  |
| Intercept Rating: n/a         |  |
| Rate of Fire: 1 per 2 turns   |  |
| 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      |  |

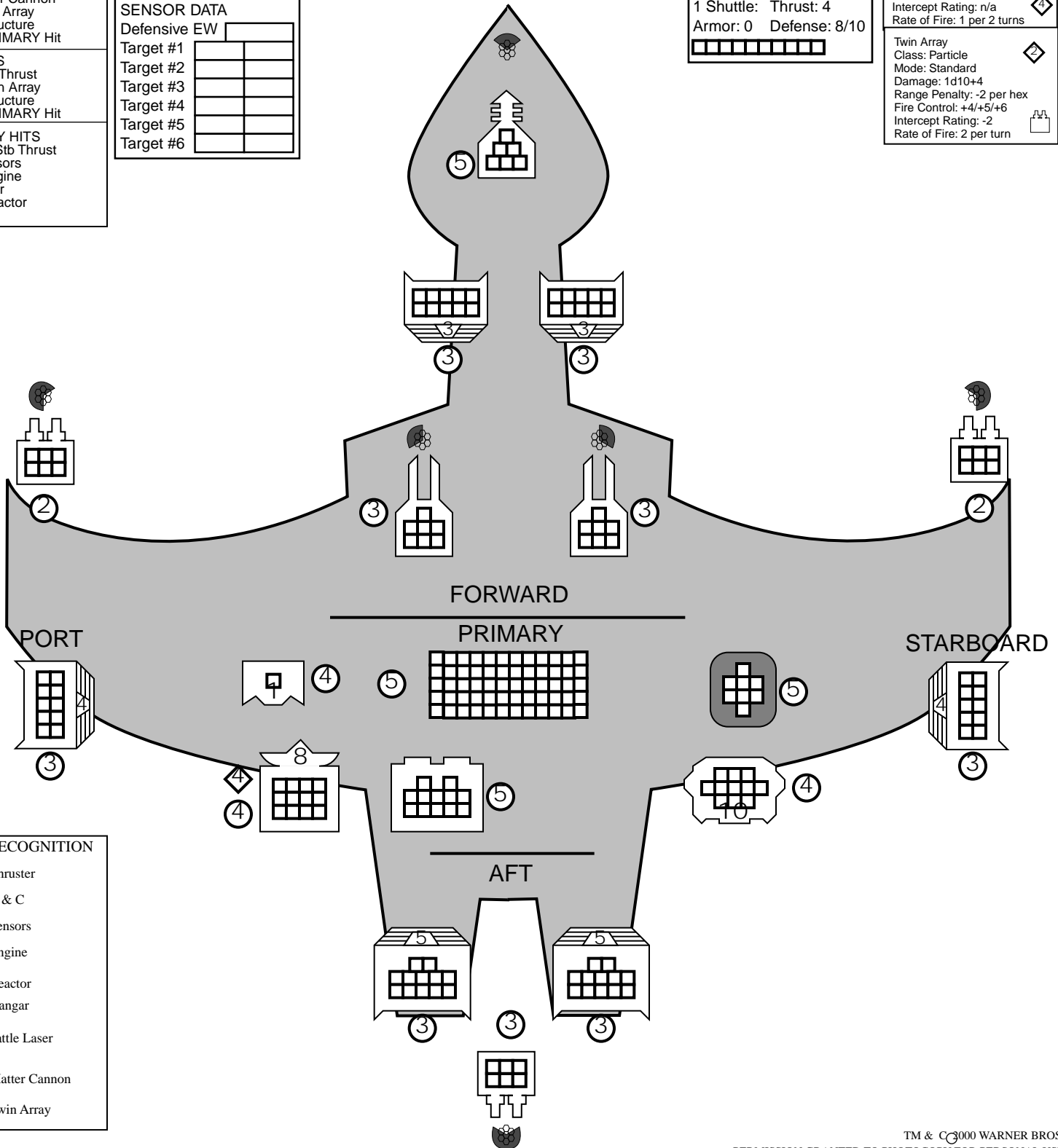
| FORWARD HITS       |
|--------------------|
| 1-3: Retro Thrust  |
| 4-5: Battle Laser  |
| 6-8: Matter Cannon |
| 9-11: Twin Array   |
| 12-17: Structure   |
| 18-20: PRIMARY Hit |

| 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     |  |

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



| ICON RECOGNITION |               |
|------------------|---------------|
|                  | Thruster      |
|                  | C & C         |
|                  | Sensors       |
|                  | Engine        |
|                  | Reactor       |
|                  | Hangar        |
|                  | Battle Laser  |
|                  | Matter Cannon |
|                  | Twin Array    |