



Centauri Maxinius Class Patrol Cutter



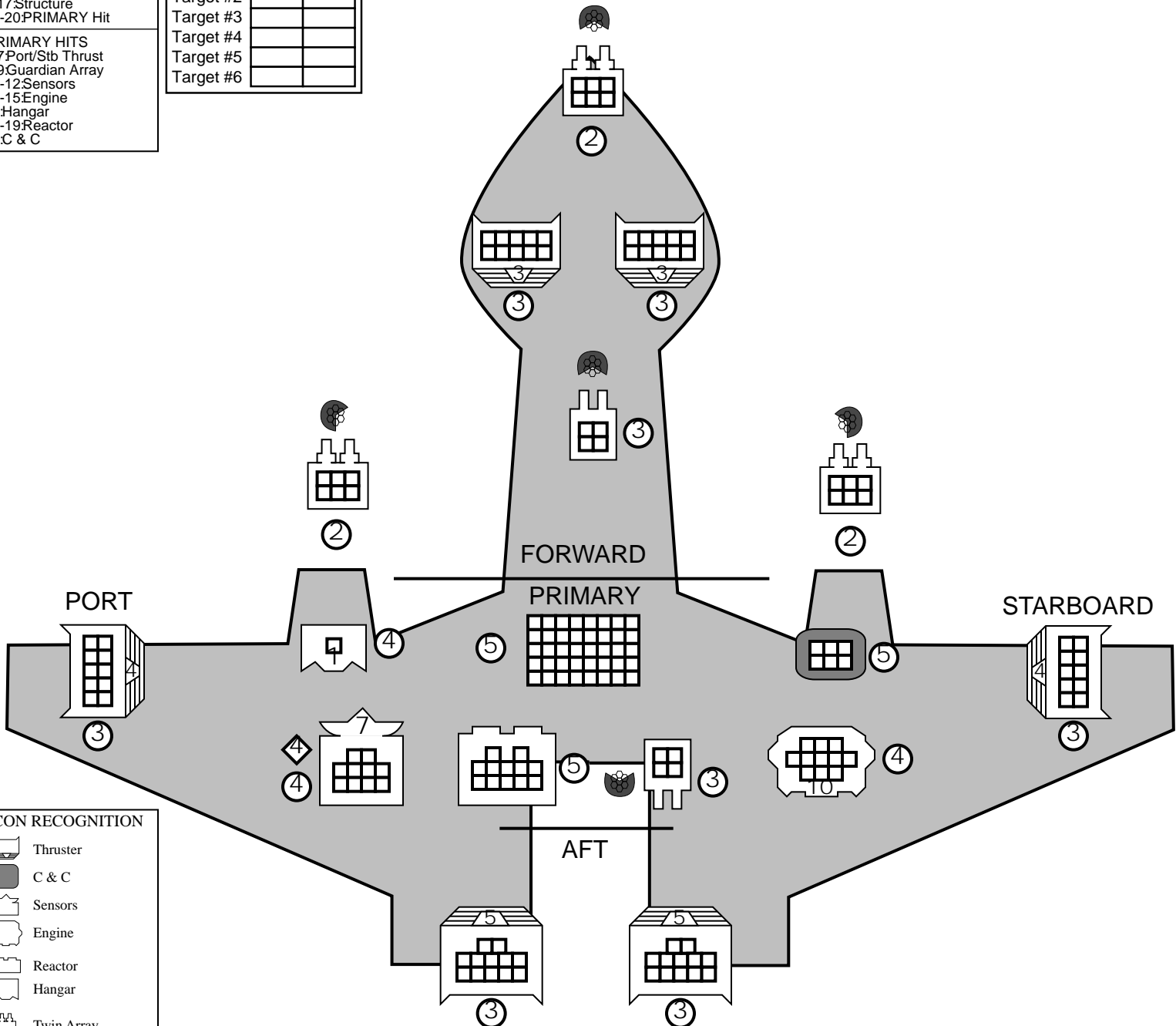
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2155	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	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 4	

WEAPON DATA	
Twin Array	2
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	
Guardian Array	2
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	

FORWARBITS
1-3 Retro Thrust
4-5 Guardian Array
6-9 Twin Array
10-17 Structure
18-20 PRIMARY Hit
AFT HITS
1-8 Main Thrust
9-17 Structure
18-20 PRIMARY Hit
PRIMARY HITS
1-7 Port/Stb Thrust
8-9 Guardian Array
10-12 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
Twin Array
Guardian Array