



EA Sagittarius Missile Cruiser (Zeta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (10)
In Service: 2257	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (11)
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 240	Pivot Cost: 2+2 Thrust	Extra Power: +6
Jump Delay: N/A	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

Class-LH Missile Rack	1
Class: Ballistic	
Missiles: 20	
Range Penalty: None (+10)	
Fire Control: +4/+4/+4	
Rate of Fire: 1 per turn	
Standard Particle Beam	1
Class: Particle	
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-II	2
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/-/+4/+8	
Range Penalty: -2 per hex	

FORWARD HITS
 1-4:Retro Thrust
 5-8:Missile Racks #1-4
 9-10:Interceptor
 11-18: Forward Struct
 19-20:PRIMARY Hit

SIDE HITS
 1-4:Port/Stb Thrust
 5-9:Missile Racks #5-8
 10-18:Port/Stb Struct
 19-20:PRIMARY Hit

AFT HITS
 1-6:Main Thrust
 7-9:Interceptor
 10-18:Aft Struct
 19-20:PRIMARY Hit

PRIMARY HITS
 1-9:Primary Struct
 10:Reload Rack
 11-12:Std Particle Beam
 13-14:Sensors
 15-16:Engine
 17:Hangar
 18-19:Reactor
 20:C & C

SPECIAL NOTES
 Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

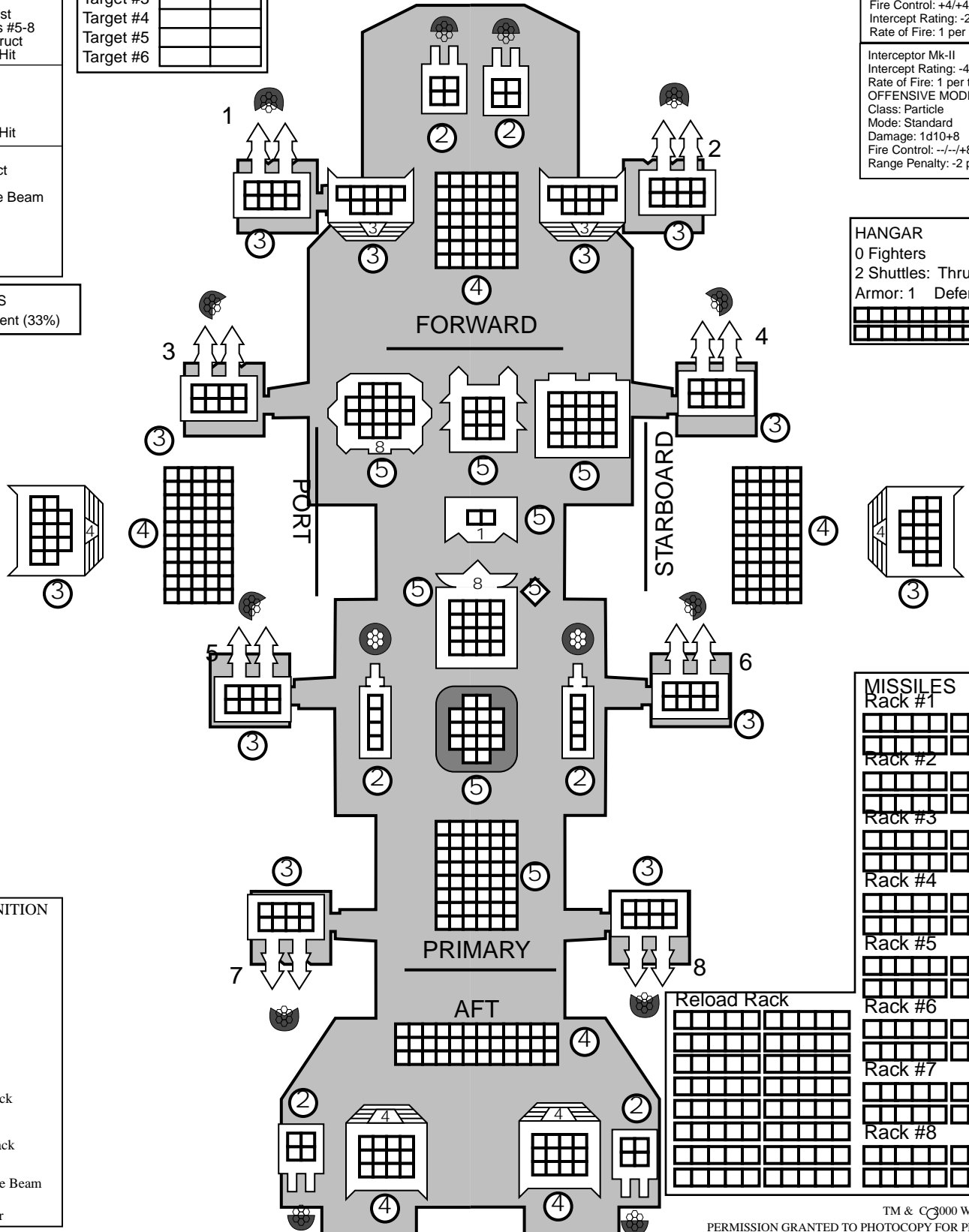
Target #2

Target #3

Target #4

Target #5

Target #6



HANGAR

0 Fighters
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

MISSILES

Rack #1	1
Rack #2	1
Rack #3	1
Rack #4	1
Rack #5	1
Rack #6	1
Rack #7	1
Rack #8	1

ICON RECOGNITION

	Thrust
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Reload Rack
	Class-LH Missile Rack
	Std Particle Beam
	Interceptor