



## EA Sagittarius Missile Cruiser (Gamma Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2255	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value: 800	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	Class: Ballistic	Missiles: 20	Range Penalty: None (+10)	Fire Control: +4/+4/+4	Rate of Fire: 1 per turn
Standard Particle Beam	Class: Particle	Modes: Standard	Damage: 1d10+6	Range Penalty: -1 per hex	Intercept Rating: -2
Interceptor Mk-I	Intercept Rating: -3	Rate of Fire: 1 per turn	OFFENSIVE MODE:	Class: Particle	Mode: Standard
	Damage: 1d10+5	Fire Control: +4/+4/+4	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

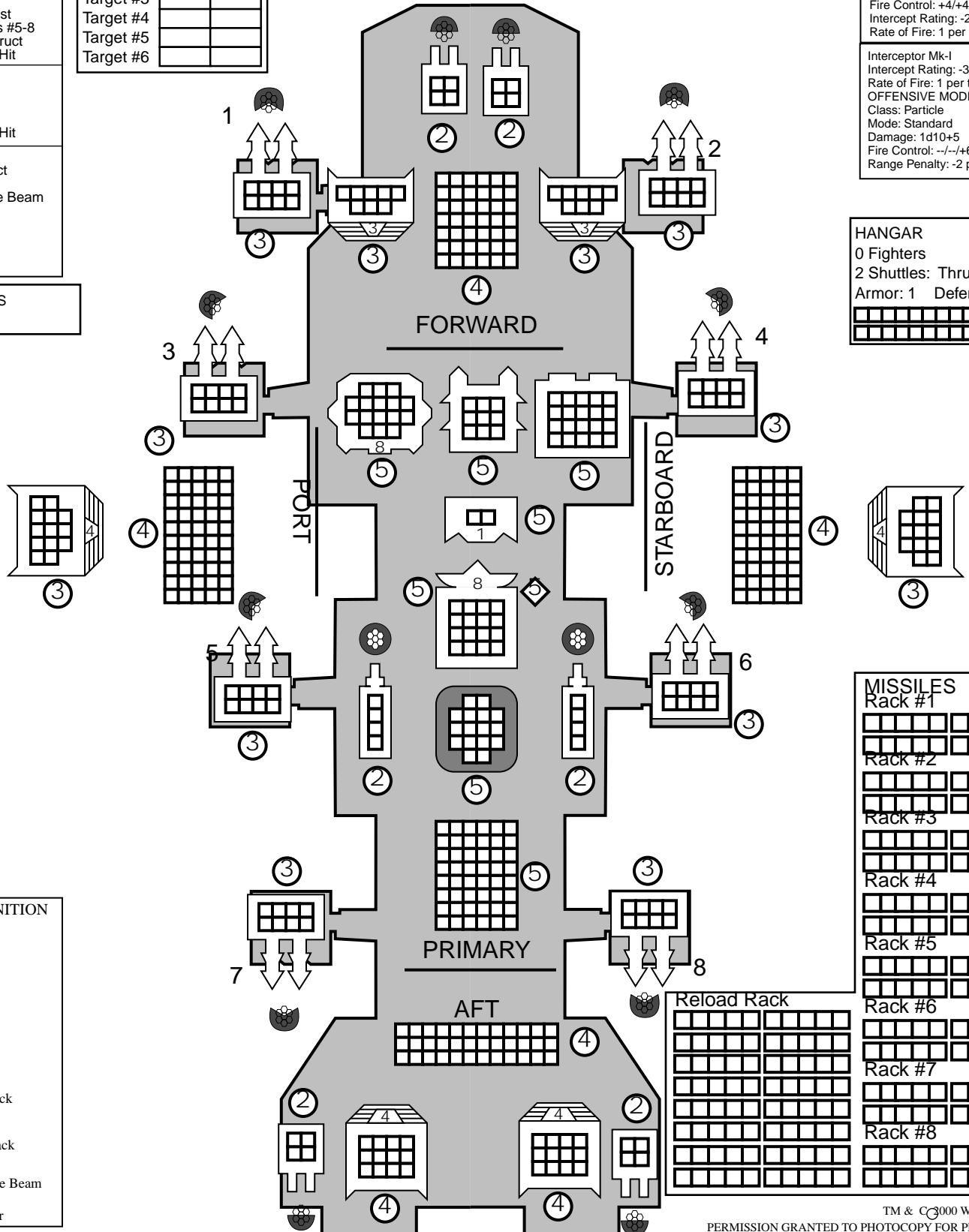
**AFT HITS**  
 1-6: Main Thrust  
 7-9: Interceptor  
 10-18: Aft Struct  
 19-20: PRIMARY Hit

**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**  
 Unique Vessel

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

## ICON RECOGNITION

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