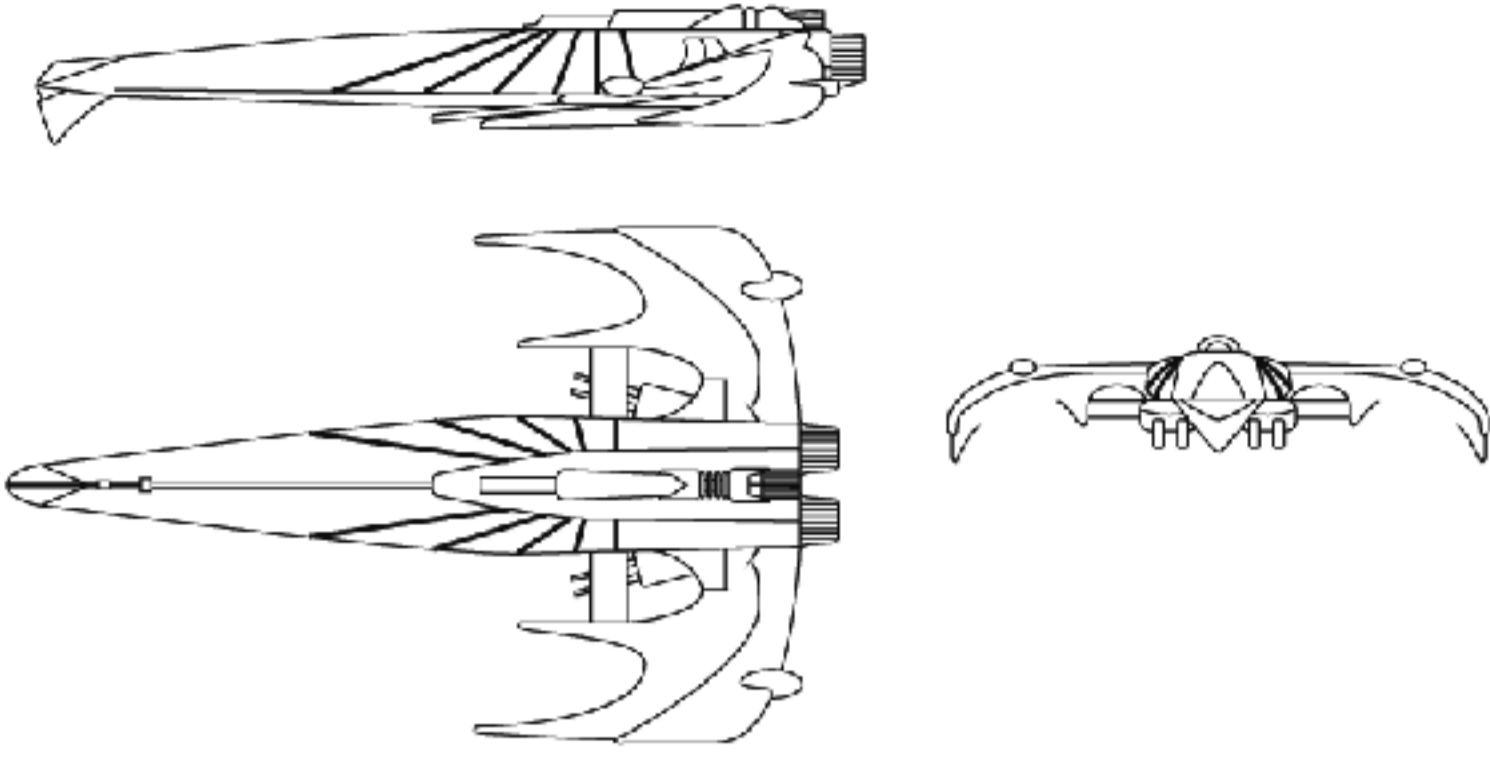




Centauri Alarius Patrol Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2250	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 450	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: +3
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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
4-6: Hangar
7-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit

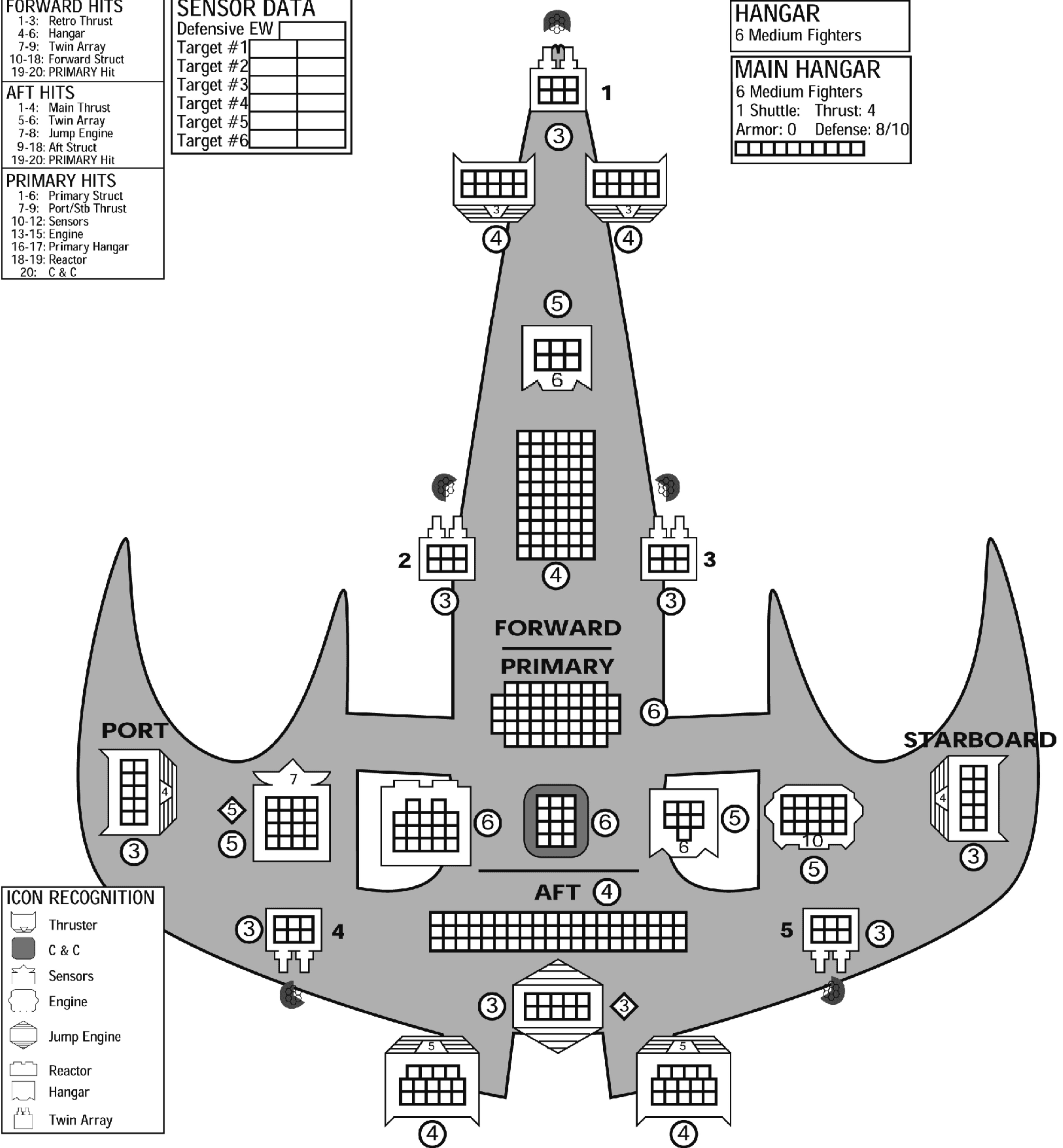
AFT HITS
1-4: Main Thrust
5-6: Twin Array
7-8: Jump Engine
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Struct
7-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Primary 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 Medium Fighters

MAIN HANGAR
6 Medium Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array