



Centauri Kendari Fleet Scout (Upgraded)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2259	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 650	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 240	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 turns	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	

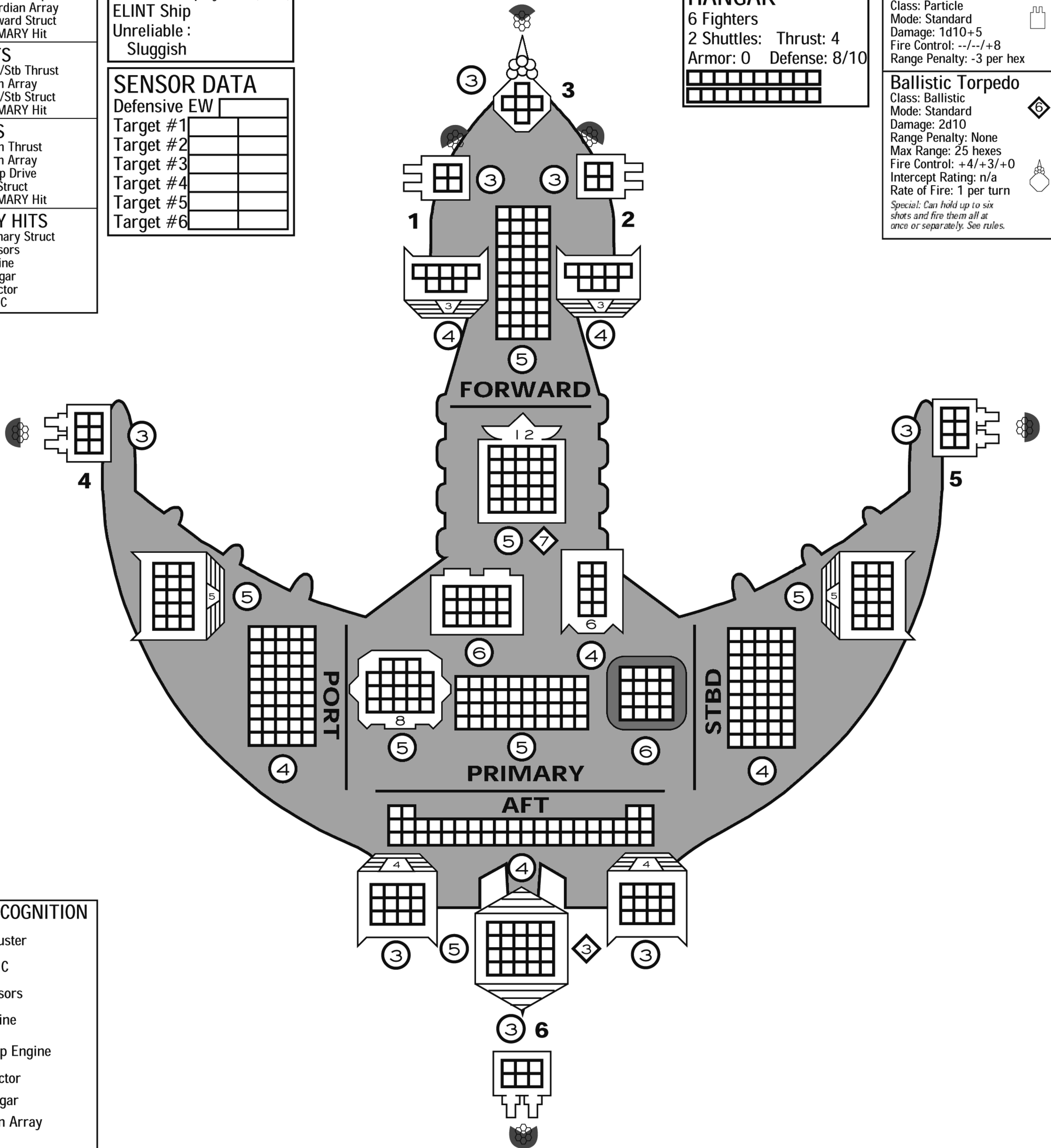
WEAPON DATA	
Twin Array Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +4/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn	②
Guardian Array Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: --/--/+8 Range Penalty: -3 per hex	②
Ballistic Torpedo Class: Ballistic Mode: Standard Damage: 2d10 Range Penalty: None Max Range: 25 hexes Fire Control: +4/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per turn <i>Special: Can hold up to six shots and fire them all at once or separately. See rules.</i>	⑥

FORWARD HITS 1-6: Retro Thrust 7-8: Ballistic Torpedo 9-10: Guardian Array 11-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-6: Port/Stb Thrust 7-9: Twin Array 10-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7: Twin Array 8-12: Jump Drive 13-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-10: Primary Struct 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C & C

SPECIAL NOTES
Restricted Deployment (10%) ELINT Ship Unreliable : Sluggish

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR																				
6 Fighters																				
2 Shuttles: Thrust: 4																				
Armor: 0 Defense: 8/10																				
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Guardian Array
	Ballistic Torpedo