

Centauri Sakar Carrier (Upgraded)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2202 Point Value: 550 Ramming Factor: 290 Jump Delay: 20 Turns	Turn Cost: 4/3 x Speed Turn Delay: 4/3 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 4+4 Thrust	Fwd/Aft Defense: 17 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 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	
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	

FORWARD HITS
1-5: Retro Thrust 6-8: Twin Array 9-12: Forward Hangar 13-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS
1-6: Port/Stb Thrust 7-8: Guardian Array 9-12: Side Hangar 13-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust 7-9: Jump Drive 10-12: Twin Array 13-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS
1-11: Primary Struct 12-14: Sensors 15-16: Engine 17: Hangar 18-19: Reactor 20: C & C

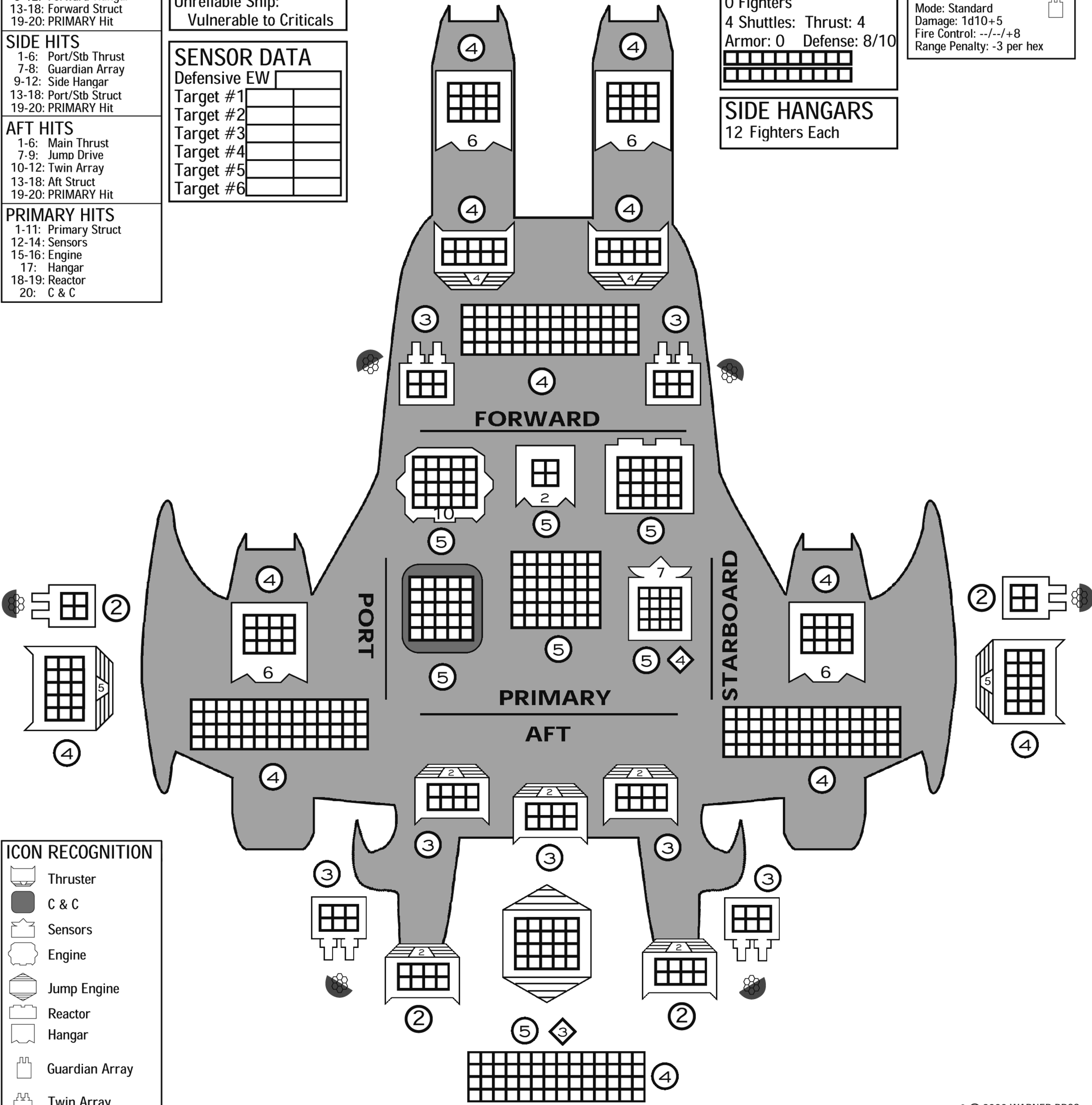
SPECIAL NOTES
 Limited Deployment (33%)
 Unreliable Ship:
 Vulnerable to Criticals

SENSOR DATA

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

MAIN HANGAR
 0 Fighters
 4 Shuttles: Thrust: 4
 Armor: 0 Defense: 8/10

SIDE HANGARS
 12 Fighters Each



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Guardian Array
	Twin Array