

Rev : 1.0

EA Sagittarius MkII Missile Cruiser (Beta Model)

SPECS

Classification : Capital Ship
 In Service : 2225
 Point Value : 900
 Ramming Factor : 240
 Jump Delay : N/A

MANEUVERING

Turn Cost : 1 x Speed
 Turn Delay : 1 x Speed
 Accel/Decel Cost : 3
 Pivot Cost : 2+2 Thrust
 Roll Cost : 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense : 14(11)
 Stb/Port Defense : 15(12)
 Engine Efficiency : 3/1
 Extra Power : +2
 Initiative Bonus : +0

WEAPON DATA

Class-L Missile Rack
 Class : Ballistic
 Missiles : 20
 Range Penalty : None (+10)
 Fire Control : +3/+3/+3
 Rate of Fire : 1 per 2 turns
Basic Missile - B
 Mode : Standard
 Damage : 20
 Max. Range : 20 hexes (L-30)
 Fire Control : +3/+3/+3
 Intercept Rating : n/a

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

SENSOR DATA

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

FORWARD HITS

1-4 : Retro Thrust
 5-8 : Missile Rack #1-4
 9-10 : Interceptor
 11-18 : Forward Structure
 19-20 : PRIMARY Hit

SIDE HITS

1-4 : Port/Starboard Thruster
 5-9 : Missile Rack #5-8
 10-18 : Port/Starboard Structure
 19-20 : PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9 : Primary Structure
 10 : Reload Rack
 11-12 : Std Particle Beam
 13-14 : Sensor
 15-16 : Engine
 17 : Hangar
 18 : Reactor
 19 : Interceptor
 20 : C & C

HANGAR

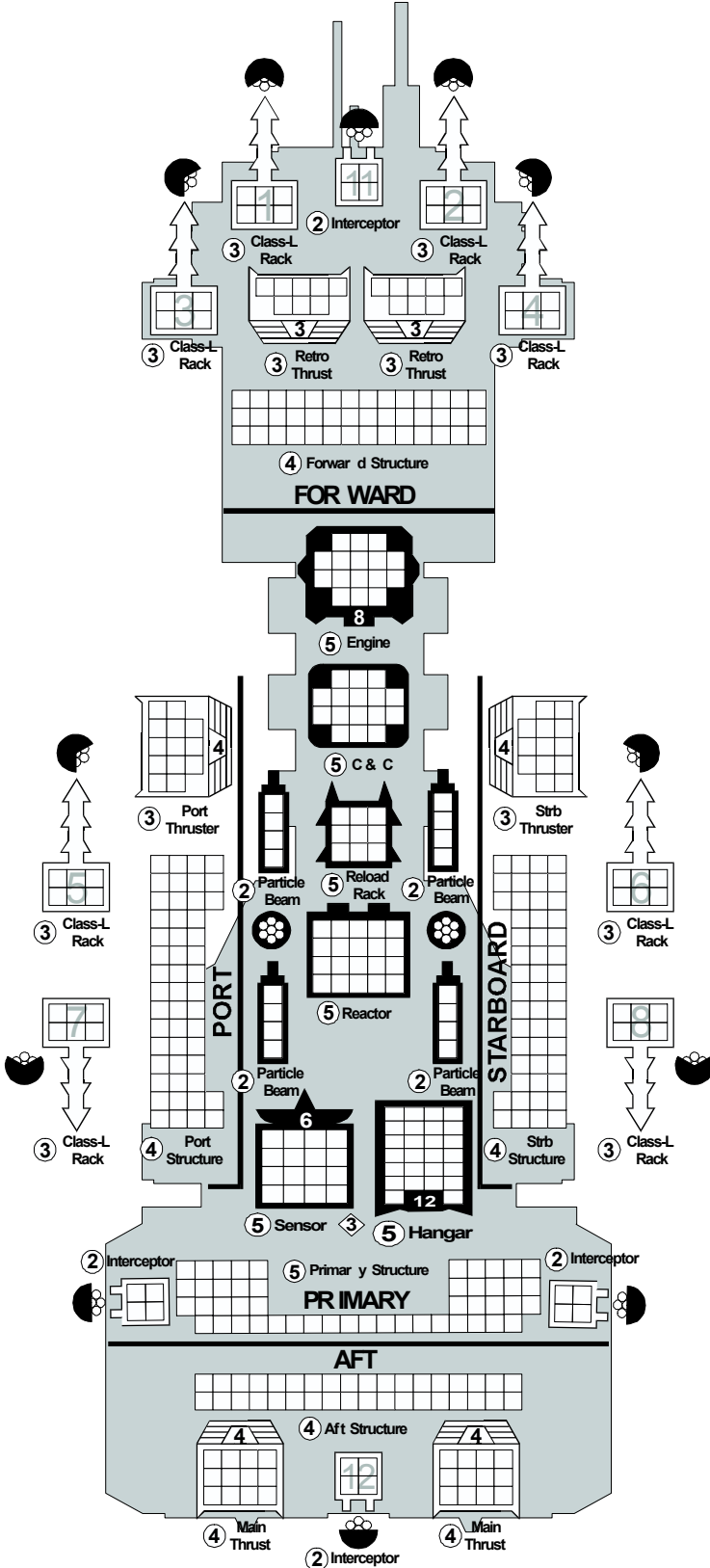
6 Fighters (T-Bolt Capable)
 2 Shuttles Thrust : 3
 Armor : 1 Defense : 8/10

Standard Particle Beam

Class : Particle
 Mode : 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-I

Intercept Rating : -3
 Rate of Fire : 1 per turn
OFFENSIVE MODE:
 Class : Particle
 Mode : Standard
 Damage : 1d10+5
 Fire Control : -/+6
 Range Penalty : -2 per hex



MISSILES

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

Reload Rack
