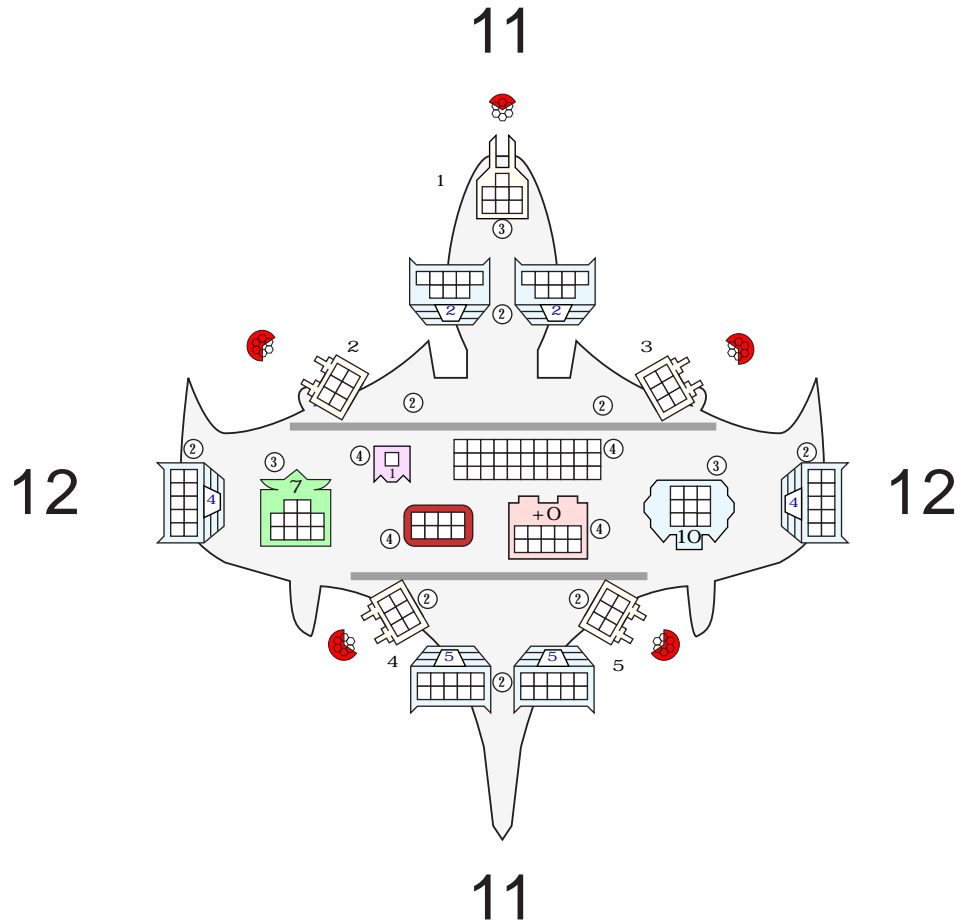


# Haven Patrol Boat Centauri Republic

# 1



Specs	
Class	Med
Point value	325
Deployment	-
In service	2150

Hangar	
Launch:	1/turn
Fighters	0
Shuttles	1

Stats	
Engine Effic.	2/1
Pivot	2
Roll	1
Ramming	40

Forward hits	
1-6	: Retro thruster
7-8	: Matter Cannon
9-12	: Twin Array
13-17	: Structure
18-20	: PRIMARY hit
Aft Hits	
1-6	: Main thruster
7-10	: Twin Array
11-17	: Structure
18-20	: PRIMARY hit
PRIMARY HITS	
1-8	: Side Thruster
9-11	: Sensors
12-15	: Engine
16-17	: Hangar
18-19	: Reactor
20	: C&C

**SPECIALS**  
Agile

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Matter Cannon*	Ma tter	n/a	1/2	Std	-1 / 2hexes	+3/+3/-2	2d10 + 2
Twin Array	Particle	-2	2	Std	-2/ hex	+4/+5/+6	d10+4

\*- Ignore armour, no overkill

Speed (accn) (2)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
Turn delay	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
No. of turns	1++	2++	3++	3+4	3+4	3+4	3+1	3+1	3+1	2+2	2+2	2+2	2	2	2	2

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 14														
1. Matter Cannon	4														
2. Twin Array	2														
3. Twin Array	2														
4. Twin Array	2														
5. Twin Array	2														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	7 / 10														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															