

# Centauri Mograth Frigate

## SPECS

Class: Medium Ship  
In Service: 2195  
Point Value: 450  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 8/10

## WEAPON DATA

### Plasma Stream

Class: Plasma  
Modes: Raking (5)  
Damage: 3d10+4 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.*

### Matter Cannon

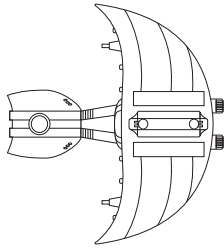
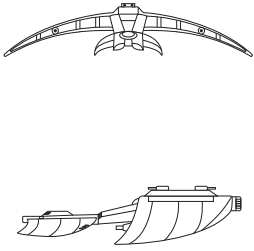
Class: Matter  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### 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

1-3: Retro Thrust  
4-5: Plasma Stream  
6-8: Matter Cannon  
9-11: Twin Array  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-9: Guardian Array  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

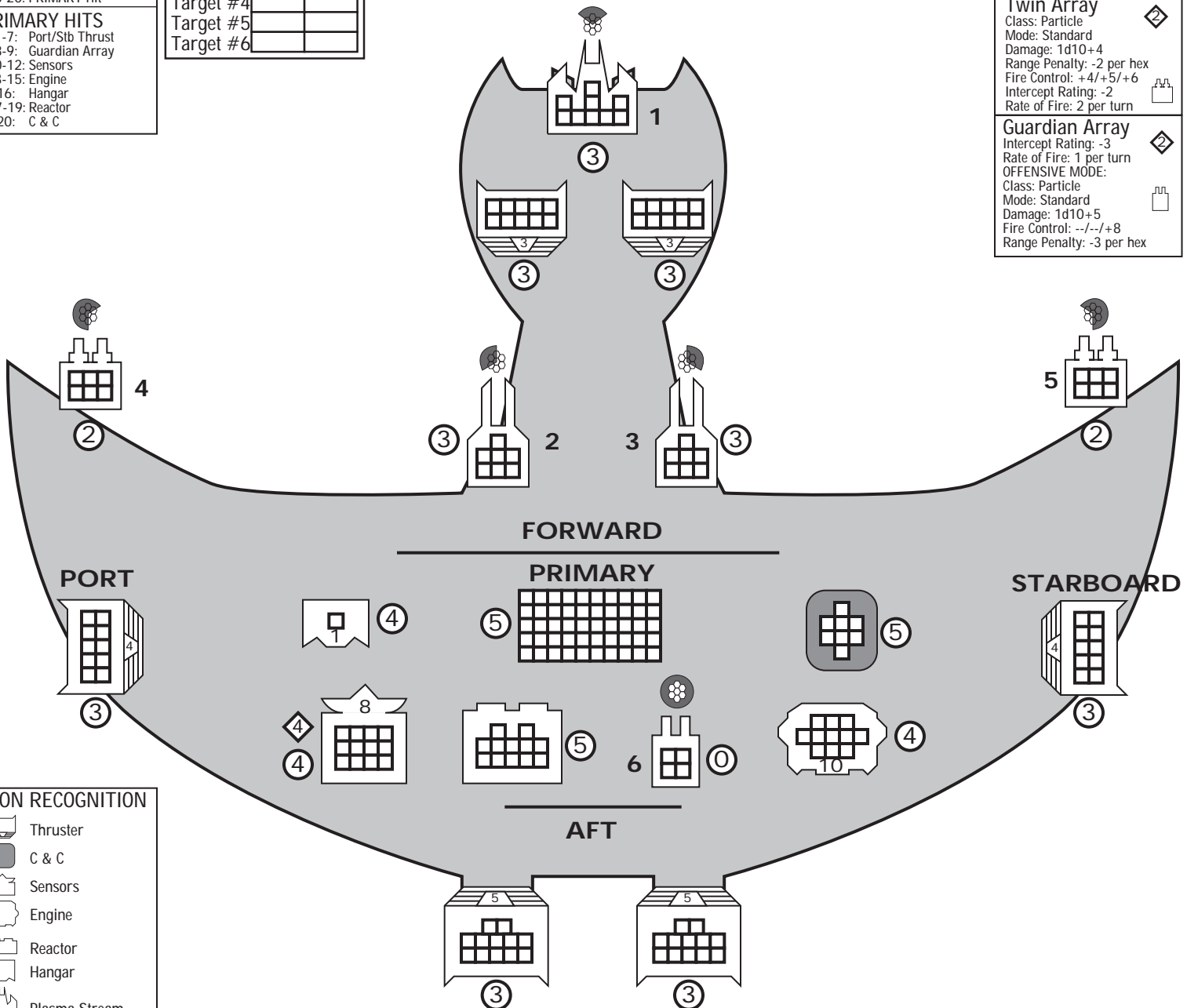
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Stream
- Matter Cannon
- Twin Array
- Guardian Array