

Centauri Darkner Fast Attack Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2249
Point Value: 525
Ramming Factor: 130
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 2
Initiative Bonus: +8

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

WEAPON DATA

Battle Laser

Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

FORWARD HITS

1-4: Retro Thrust
5-7: Battle Laser
8-10: Matter Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Engine
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

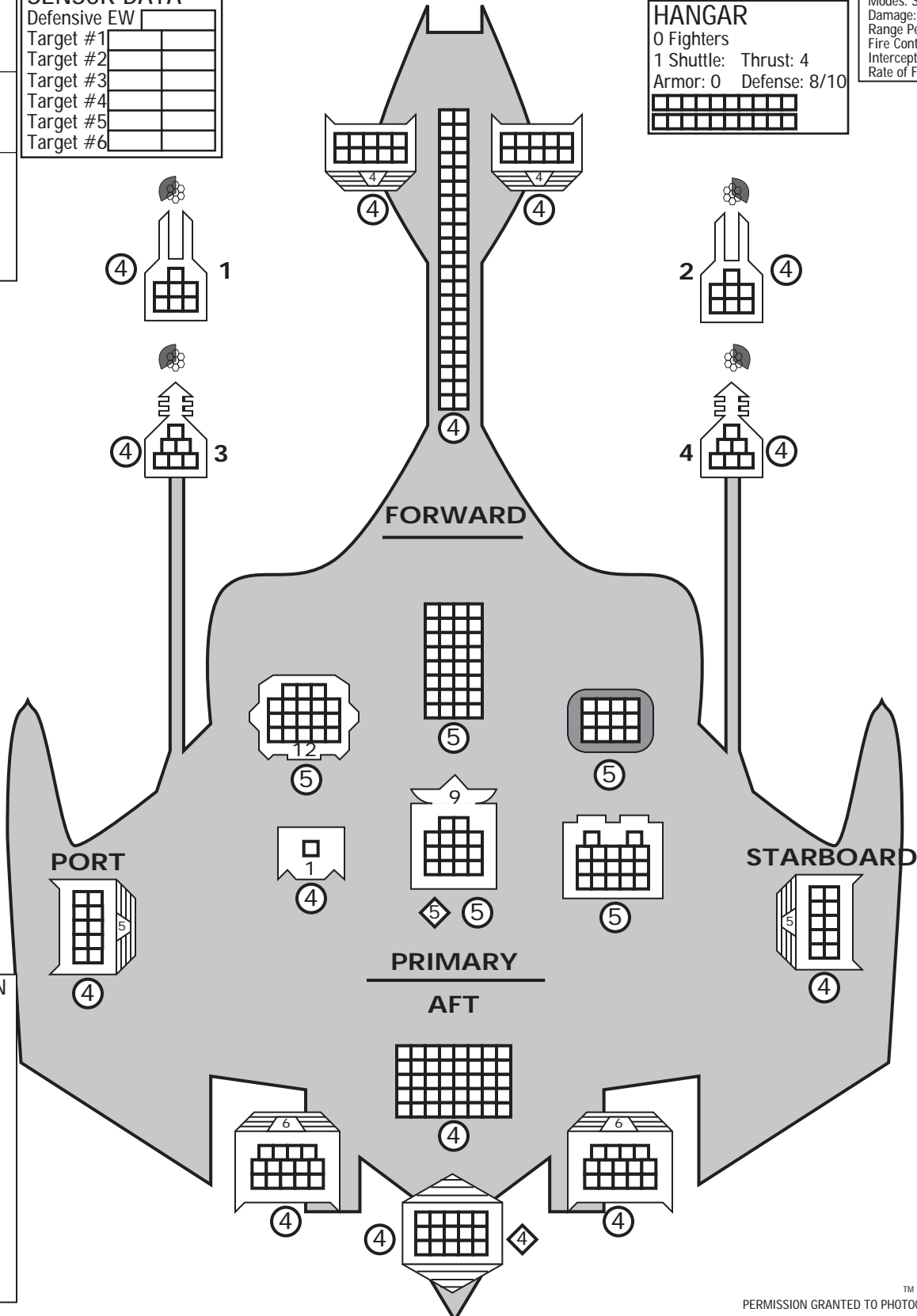
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR










0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Battle Laser
-  Matter Cannon