

Centauri Lupa Attack Boats (4)

SPECS

Class: Lt Combat Vsl
In Svc: Varies
Point Value: Varies
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot/Jink Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

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

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

Heavy Particle Beam

Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

HIT LOCATIONS

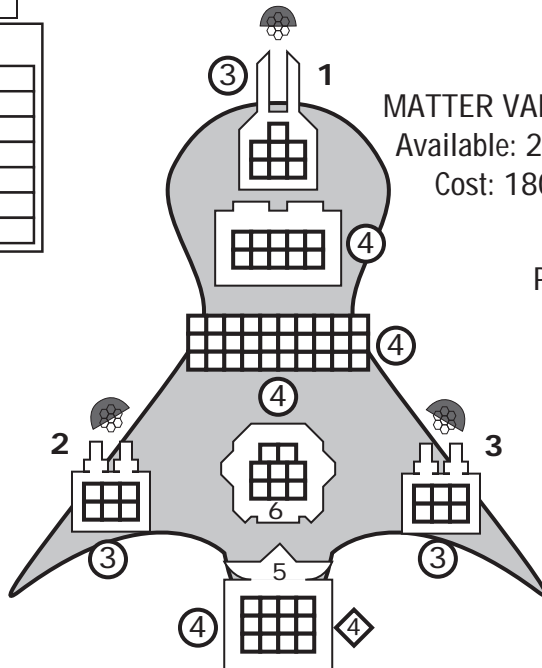
1-10: Structure
11-12: Forward Weapon (#1)
13-15: Twin Array
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

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



MATTER VARIANT

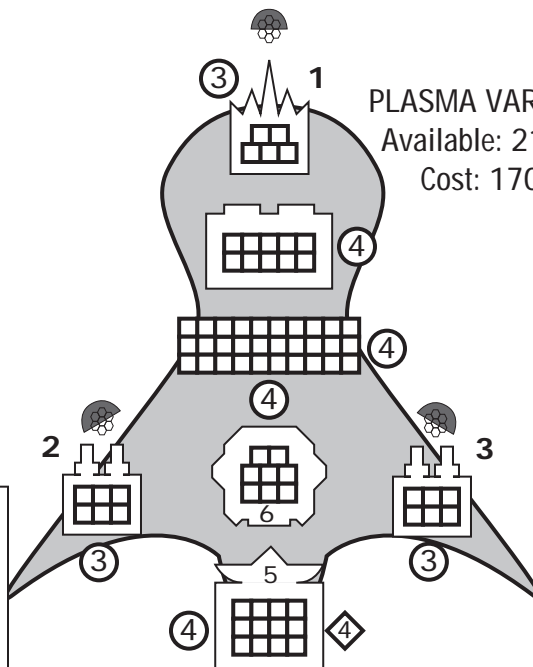
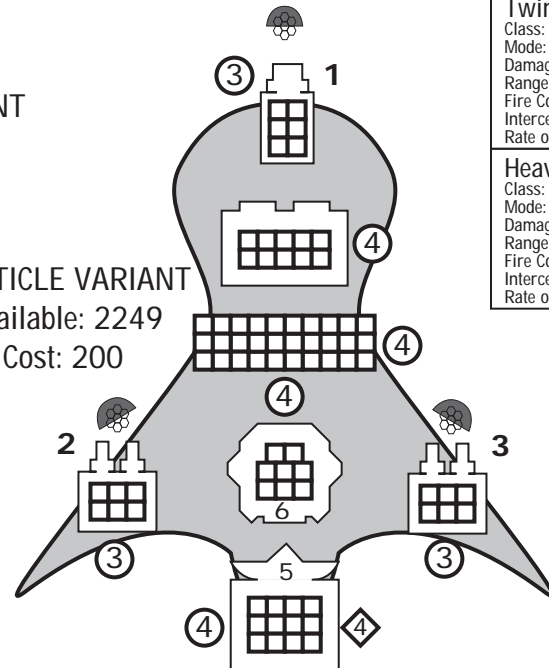
Available: 2160

Cost: 180

PARTICLE VARIANT

Available: 2249

Cost: 200



PLASMA VARIANT

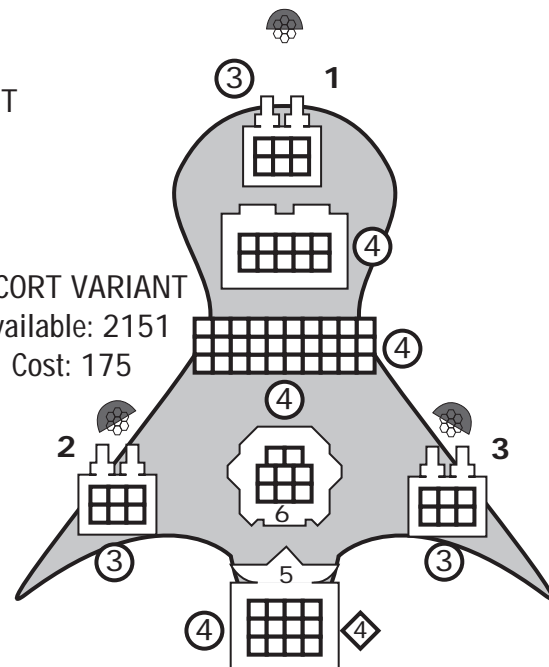
Available: 2153

Cost: 170

ESCORT VARIANT

Available: 2151

Cost: 175



ICON RECOGNITION

- Control
- Drive
- Reactor
- Matter Cannon
- Hvy Particle Beam
- Twin Array
- Plasma Cannon