

## Centauri Lumina Fast Frigate

### SPECS

Class: Hvy Combat Vsl  
In Service: 2252  
Point Value:  
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: +4  
Initiative Bonus: +8

### WEAPON DATA

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

### 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

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Battle Laser  
8-10: Hvy Particle Beam  
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

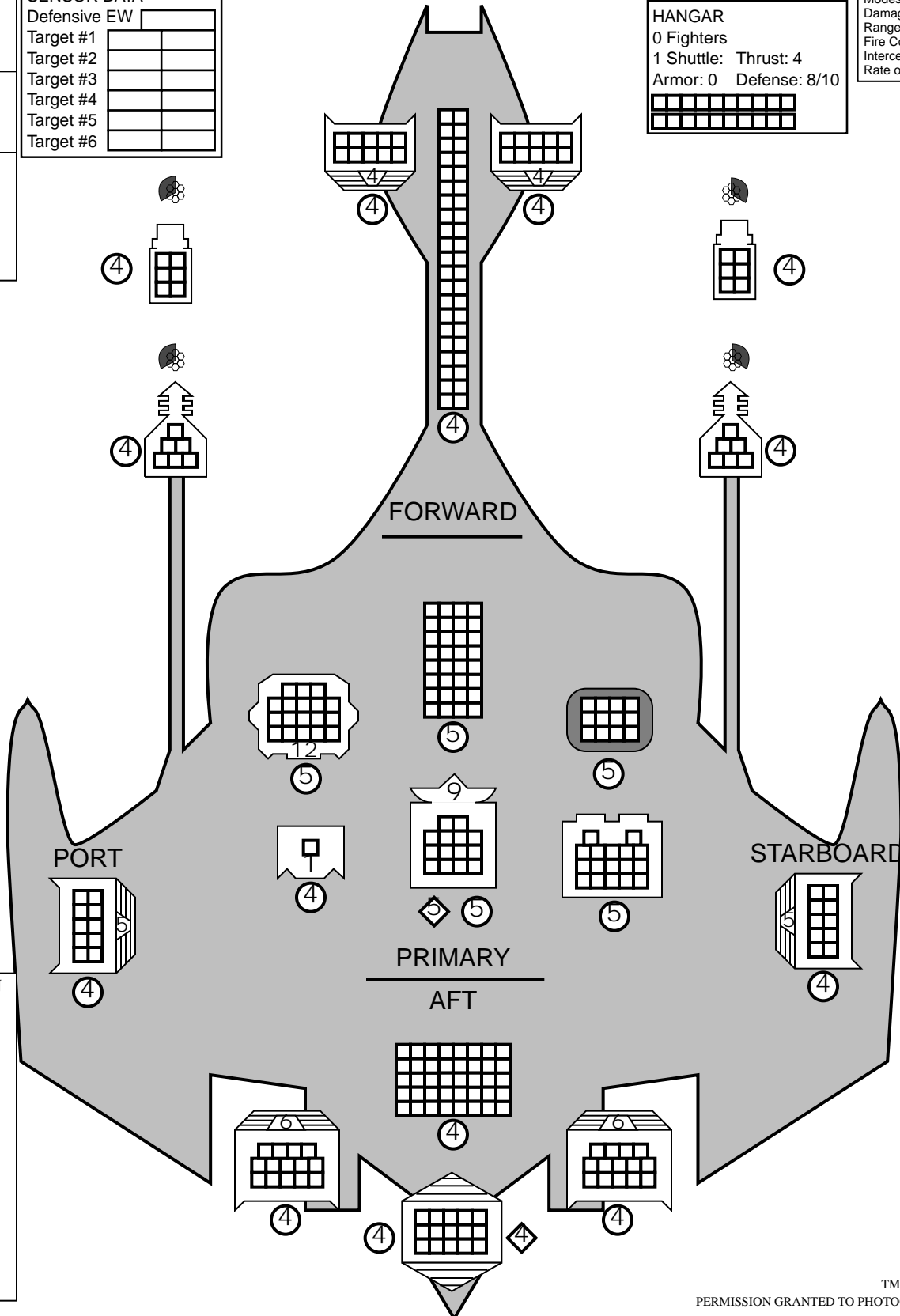
### SENSOR DATA

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
- Heavy Particle Beam