

Centauri Carlo Prix Close Attack Frigate

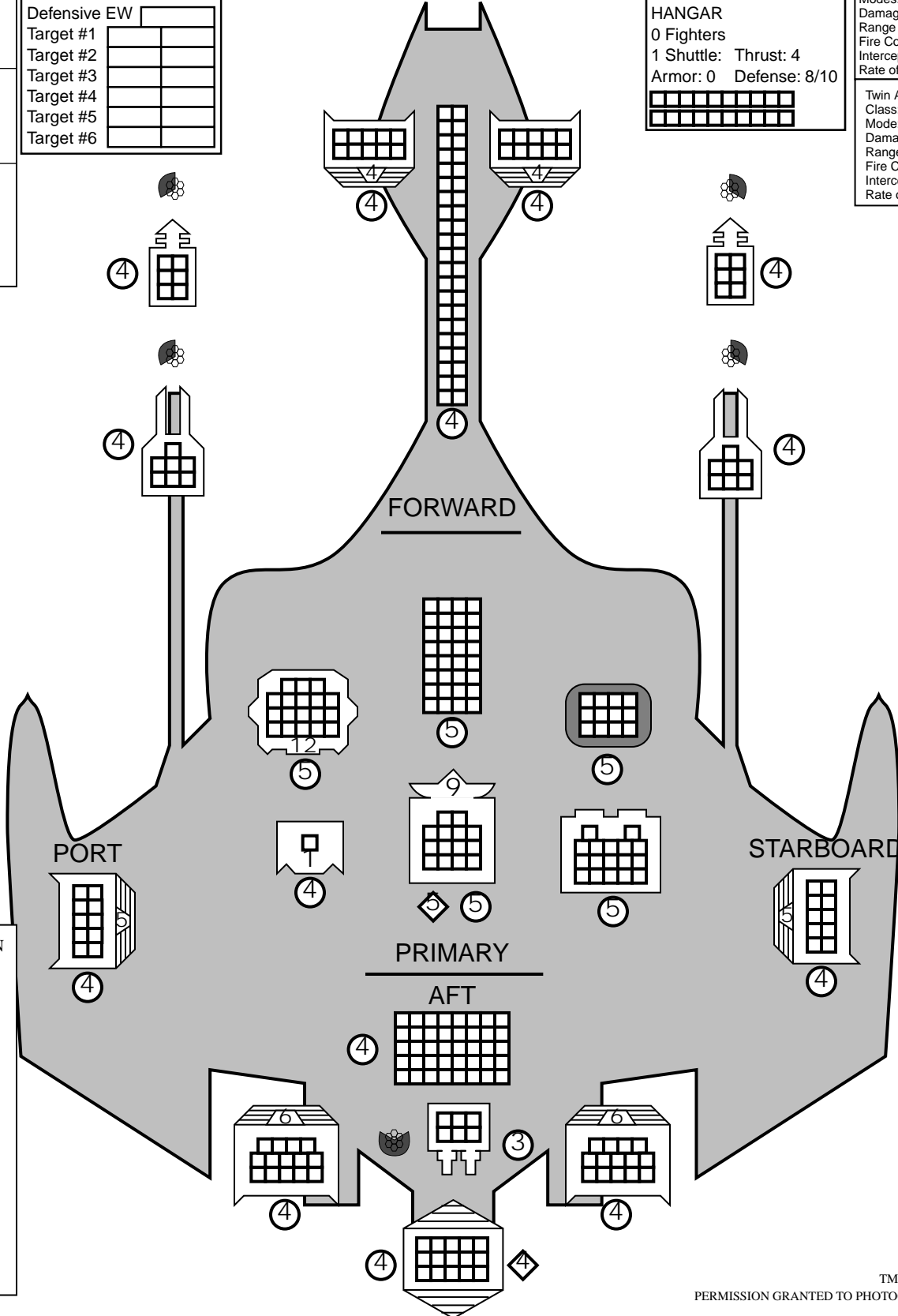
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Def: 13
In Service: 2249	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 6
Jump Delay: 20 Turns	Roll Cost: 1+1 Thrust	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	
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	
Assault Laser	
Class: Laser	
Modes: Raking	
Damage: 3d10+4	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+3/-4	
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	

FORWARD HITS
1-4: Retro Thrust
5-7: Matter Cannon
8-10: Assault Laser
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Twin Array
8-11: Jump Engine
12-18: 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
- Matter Cannon
- Twin Array
- Assault Laser