

Centauri Darkest Fast Attack Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2249
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: 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

Ultralight Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 2d10+2
Dmg, 2 Turns: 4d10+3
Dmg, 3 Turns: 6d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

FORWARD HITS
1-4: Retro Thrust
5-7: Lt Mol Slicer
8-10: Ultralt Mol Slicer
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

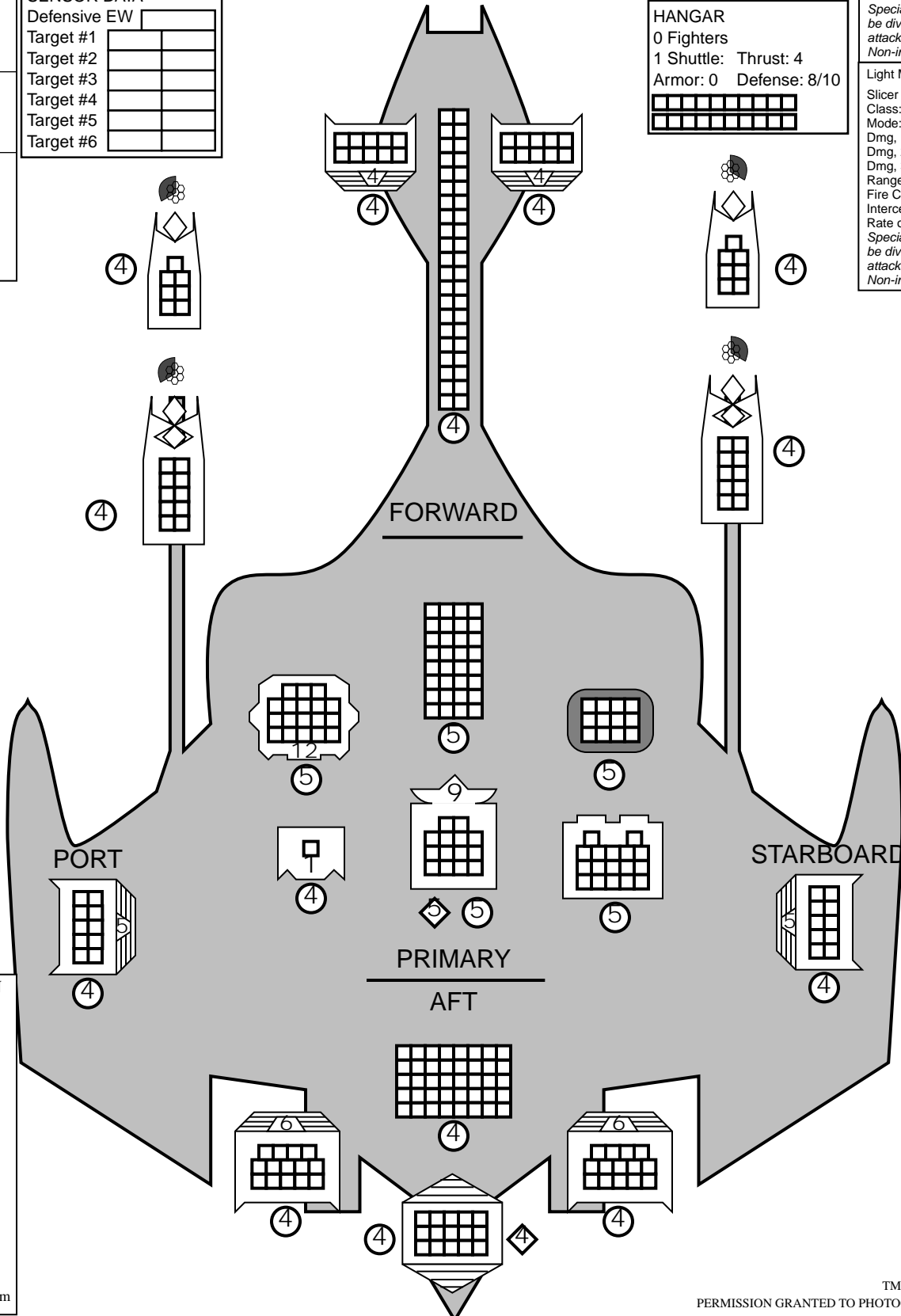
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Slicer Beam
- Ultralight Slicer Beam