

Centauri Lupa Attack Boats (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Svc: 2153-2235	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	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

Lt Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 3d10+8 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+2 -1/hex
1 per 2 turns: 2d10+5 -1/hex

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

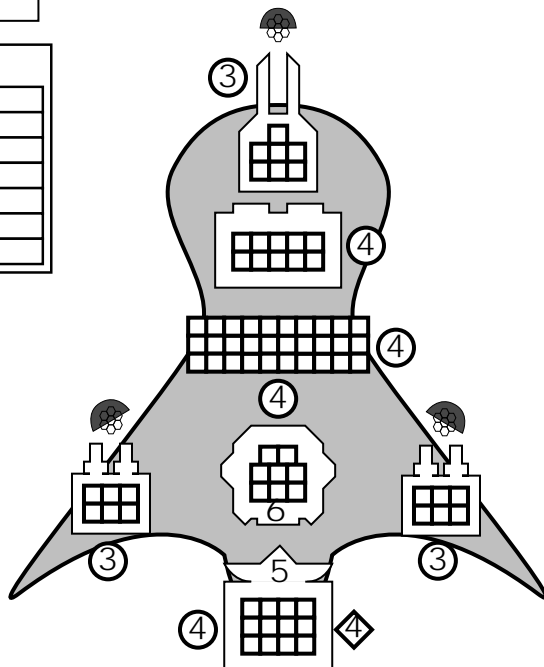
Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

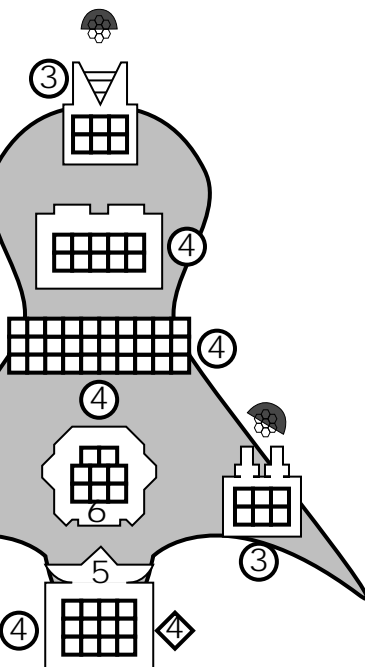
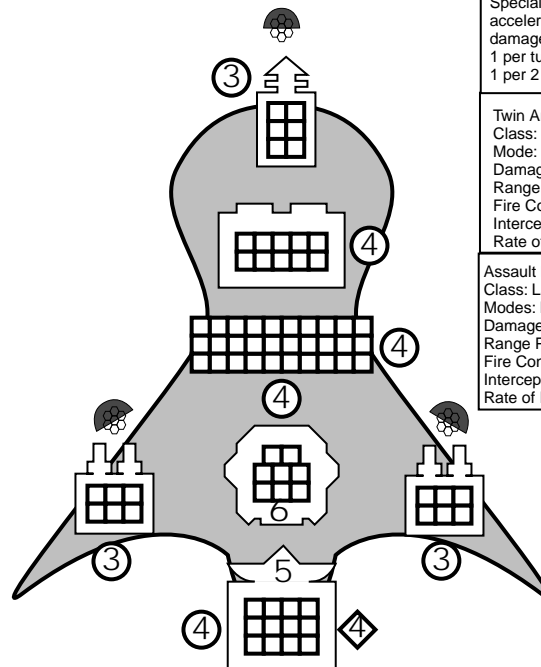
SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

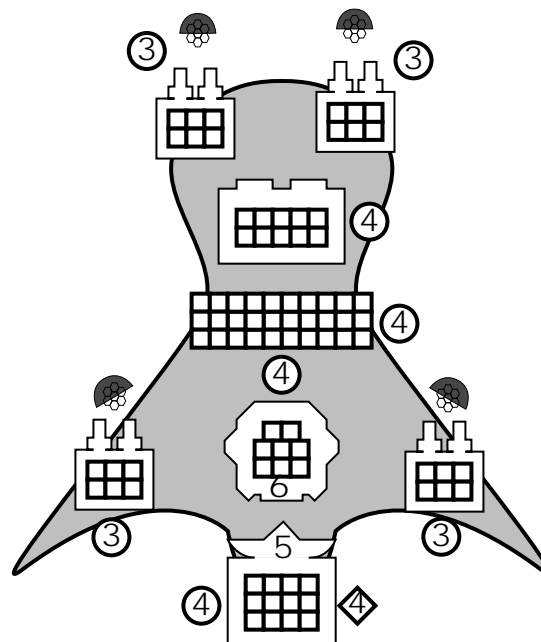
MATTER VARIANT



LASER VARIANT



PLASMA VARIANT



ESCORT VARIANT

ICON RECOGNITION

- Control
- Drive
- Reactor
- Matter Cannon
- Lt Plasma Accelerator
- Twin Array
- Assault Laser