

Centauri Quiver Fast Anti-Fighter Frigate

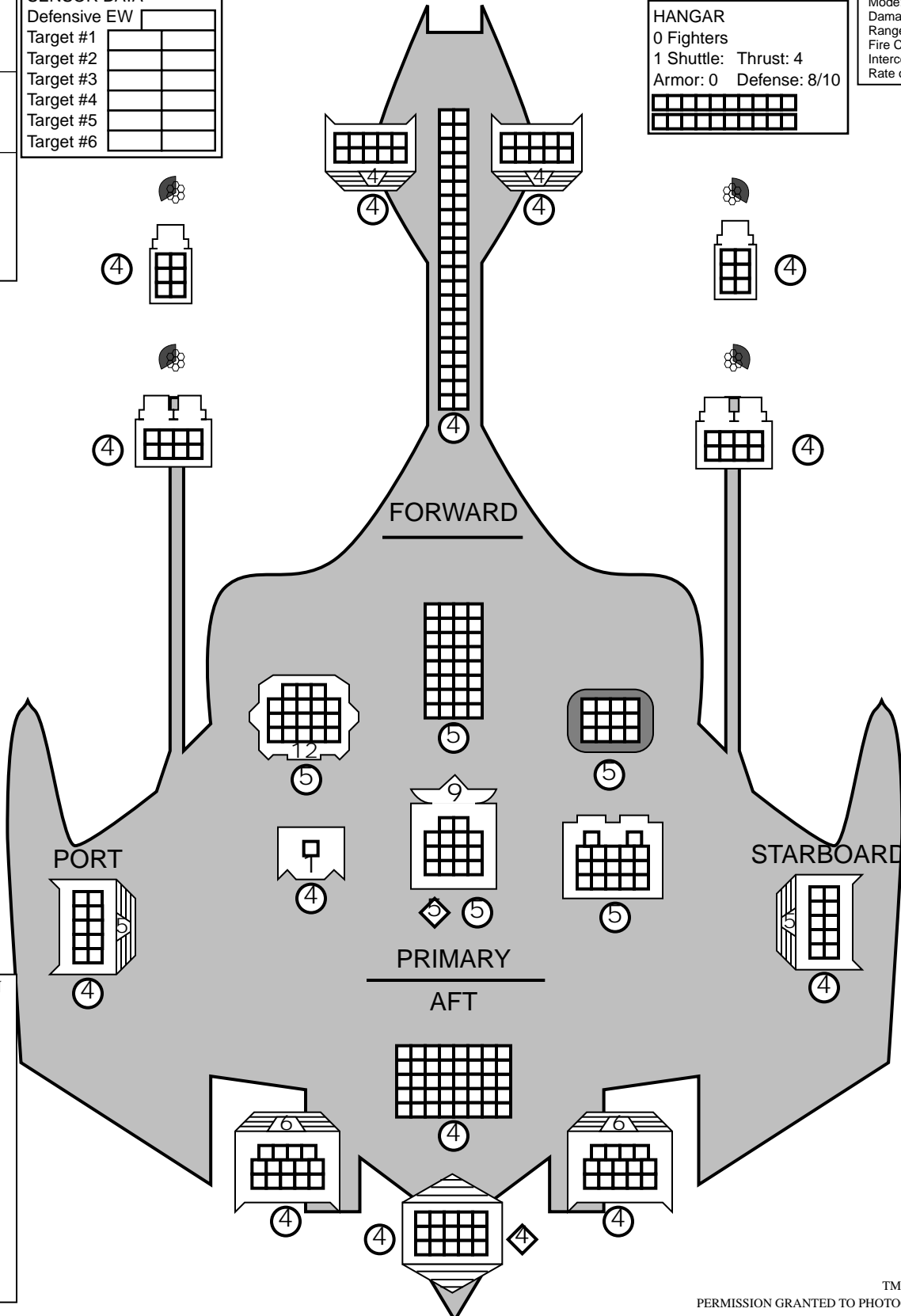
SPECS				MANEUVERING				COMBAT STATS				
Class: Hvy Combat Vsl				Turn Cost: 1/2 Speed				Fwd/Aft Def: 13				
In Service: 2256				Turn Delay: 1/2 Speed				Stb/Port Defense: 13				
Point Value:				Accel/Decel Cost: 2 Thrust				Engine Efficiency: 3/1				
Ramming Factor: 130				Pivot Cost: 2+2 Thrust				Extra Power: +8				
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	
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	
Heavy Array	
Class: Particle	
Modes: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

FORWARD HITS
1-4:Retro Thrust
5-7:Hvy Array
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
	Heavy Array
	Heavy Particle Beam