

EA Centaur Attack Frigate (Beta Model)

SPECS

Class: Hvy Combat Vsl
In Service: 2257
Point Value: 645
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 2/3 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 15 (11)
Engine Efficiency: 3 /1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Med Laser Cannon
- 8: Med Pulse Cannon
- 9: Missile Rack
- 10-11: Interceptor
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: MainThrust
- 6-8: Std Particle Beam
- 9: Med Pulse Cannon
- 10-11: Interceptor
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7-9: Missile Rack
- 10-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

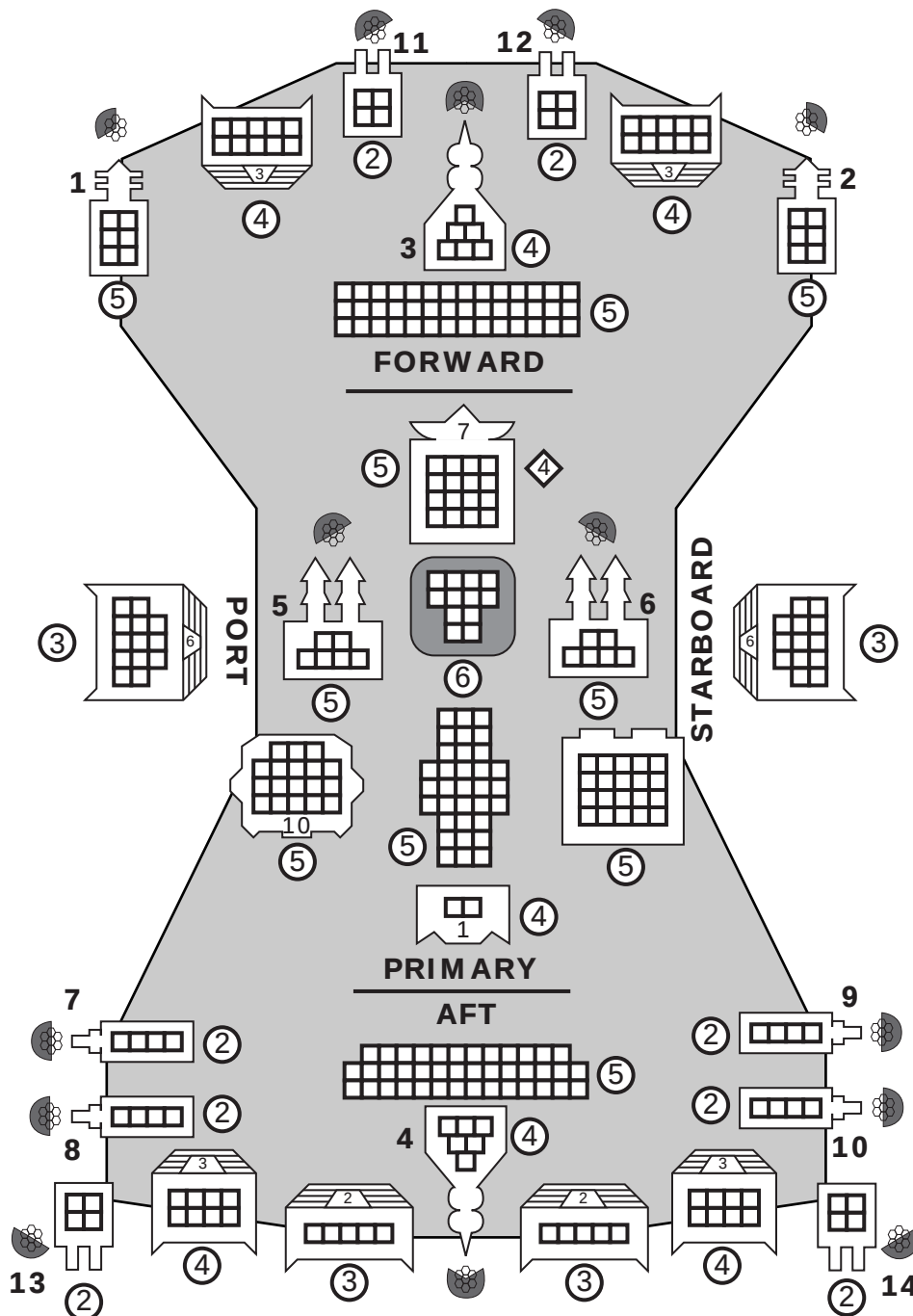
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Med Pulse Cannon
- Class-R Missile Rack
- Std Particle Beam
- Interceptor

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

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

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

MISSILES

Rack #5



Rack #6



Standard Missile B

Mode: Standard
Damage: 20
Max Range: 20 hexes
Fire Control: +3 /+3 /+3
Intercept Rating: n/a

Heavy Missile H

Mode: Standard
Damage: 30
Max Range: 15 hexes
Fire Control: +3 /+3 /+0
Intercept Rating: n/a

Long Range Missile L

Mode: Standard
Damage: 15
Max Range: 30 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a

Penetrator Missile P

Mode: Piercing
Damage: 30
Max Range: 20 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a

Flash Missile F

Mode: Flash
Damage: 20(5)
Max Range: 20 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a