



Centauri Darpach Escort Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 2250
 Point Value: 575
 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

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 

Heavy Array 
 Class: Particle
 Mode: Standard
 Damage: 2d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+2
 Intercept Rating: -2
 Rate of Fire: 2 per turn 

HANGAR

0 Fighters
 1 Shuttle: Thrust: 4
 Armor: 0 Defense: 8/10


FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Heavy Array
- 8-10: Twin Array
- 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

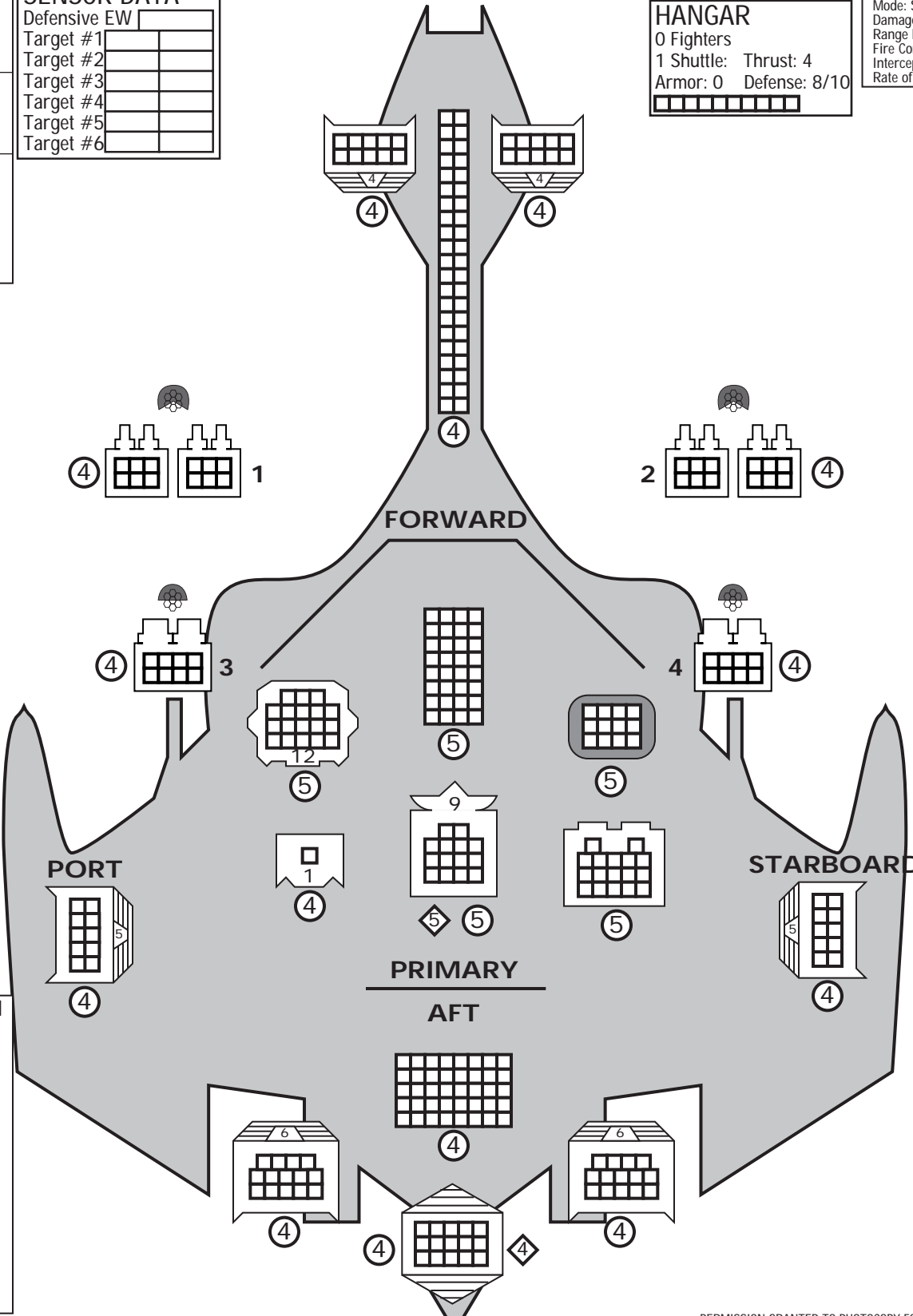
PRIMARY HITS

- 1-7: Primary Struct
- 8-10: Port/Sib 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		



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Twin Array
-  Heavy Array