

Darkner Fast Attack Frigate Centauri Republic

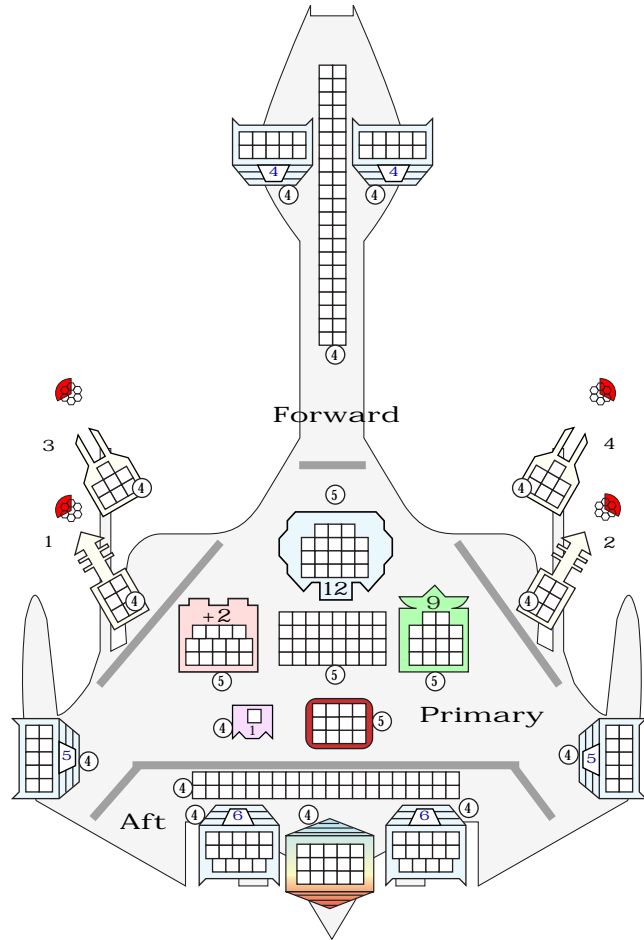
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Specs	
Class	HCV
Point value	525
Deployment	-
In service	2249

Hangar	
Launch:	1/tum
Fighters	0
Shuttles	1

Stats	
Engine Effic.	3/1
Pivot	2
Roll	1
Ramming	130

Forward hits	
1-4	: Retro thruster
5-7	: Battle Laser
8-10	: Matter Cannon
11-18	: Structure
19-20	: PRIMARY hit
Aft Hits	
1-6	: Main thruster
7-10	: Jump engine
11-18	: Structure
19-20	: PRIMARY hit
PRIMARY HITS	
1-7	: Structure
8-10	: Side Thruster
11-13	: Sensors
14-16	: Engine
17	: Hangar
18-19	: Reactor
20	: C&C

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Battle Laser	Laser	n/a	1/3	R,S	-1/ 4hexes	+4/+4/-3	4d10+12
Matter Cannon	Matter	n/a	1/2	Std	-1/ 2hexes	+3/+3/-2	2d10 + 2

Speed (accn) (2)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn cost	1/2	1	2	2	3	4	4	5	6	6	7	8	8	9	10
Turn delay	1/2	1	1	1	2	2	2	3	3	3	4	4	4	5	5
No. of turns	3+	3+	3+	3+4	3+1	3+4	2+4	2+2	2+4	1+8	1+7	1+6	1+5	1+4	1+3

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+8														
1. Battle Laser	6														
2. Battle Laser	6														
3. Matter Cannon	4														
4. Matter Cannon	4														
Extra power available	+2														
EW / Thrust bought															
EW / Thrust total	9 / 12														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															