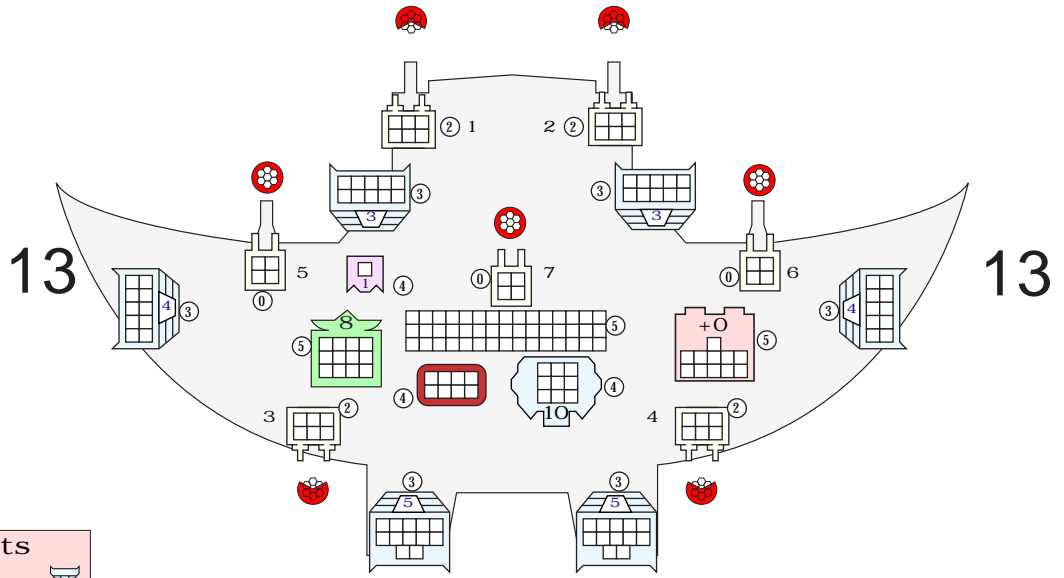


Maximus Defence Frigate Centauri Republic

1



12



12

Specs	
Class	Med
Point value	475
Deployment	-
In service	2191

Hangar	
Launch:	1/tum
Fighters	0
Shuttles	1

Stats	
Engine Effic.	2/1
Pivot	2
Roll	2
Ramming	50

Forward hits	
1-6	: Retro thruster
7-11	: Twin Array
12-17	: Structure
18-20	: PRIMARY hit
Aft Hits	
1-5	: Main thruster
6-9	: Twin Array
10-17	: Structure
18-20	: PRIMARY hit
PRIMARY HITS	
1-7	: Side Thruster
8-10	: Guardian Array
11-13	: Sensors
14-16	: Engine
17	: Hangar
18-19	: Reactor
20	: C&C

SPECIALS	
Agile	

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Guardian Array	Particle	-3	1	Std	-3 / hex	--/+/8	d10 + 5
Twin Array	Particle	-2	2	Std	-2 / hex	+4/+5/+6	d10+4

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

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 12														
1. Twin Array	2														
2. Twin Array	2														
3. Twin Array	2														
4. Twin Array	2														
5. Guardian Array	2														
6. Guardian Array	2														
7. Guardian Array	2														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	8 / 10														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															