



2ND EDITION

# Centauri Molanti Battle Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2235	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 575	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
<b>Battle Laser</b> Class: Laser Modes: R, P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	 <span style="font-size: 2em;">6</span>
<b>Twin Array</b> 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	 <span style="font-size: 2em;">2</span>
<b>Assault Laser</b> Class: Laser Modes: Raking Damage: 3d10+4 Range Penalty: -1 per 3 hexes Fire Control: +3/+3/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	 <span style="font-size: 2em;">4</span>

**HANGAR**

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10

FORWARD HITS
1-3: Retro Thrust
4-5: Battle Laser
6-8: Assault Laser
9-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Twin Array
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

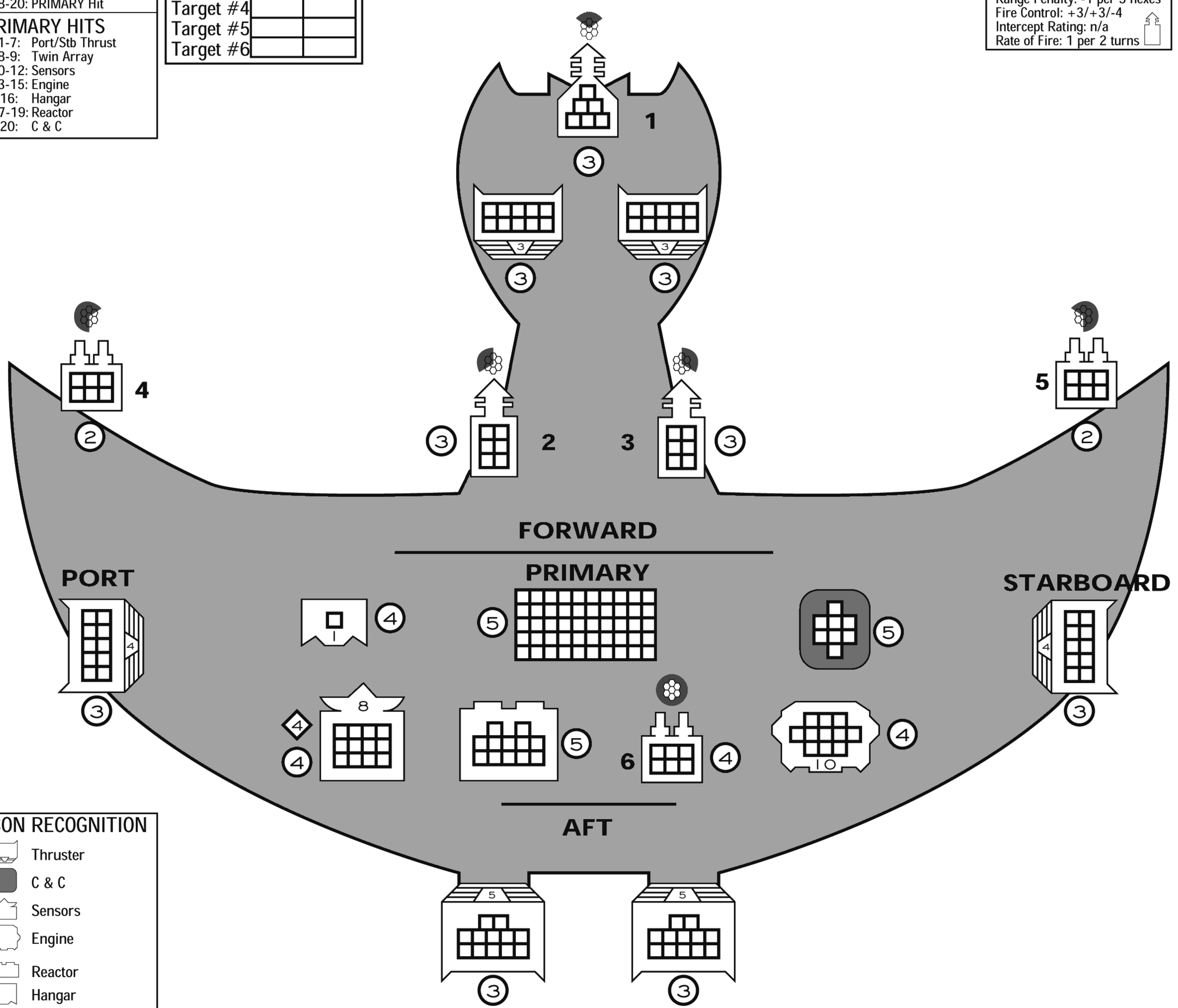
**SPECIAL NOTES**

Agile Ship

**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
	Battle Laser
	Assault Laser
	Twin Array