

Centauri Aquila Attack Boats (2)

SPECS

Class: Lt Combat Vsl
In Svc: 2153/2235
Point Value: 225/240
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot/Jink Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +10

Ballistic Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10
Grouping Range: 1 per 4
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: N/A
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

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

Guardian Array

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/+8
Range Penalty: -3 per hex

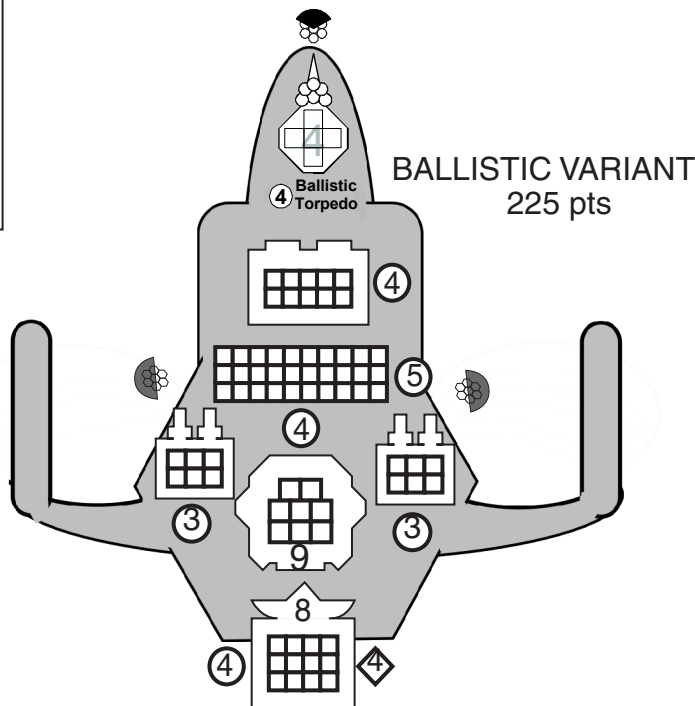
SPECIAL NOTES

Agile Ship
Atmospheric Capable

Hit Location

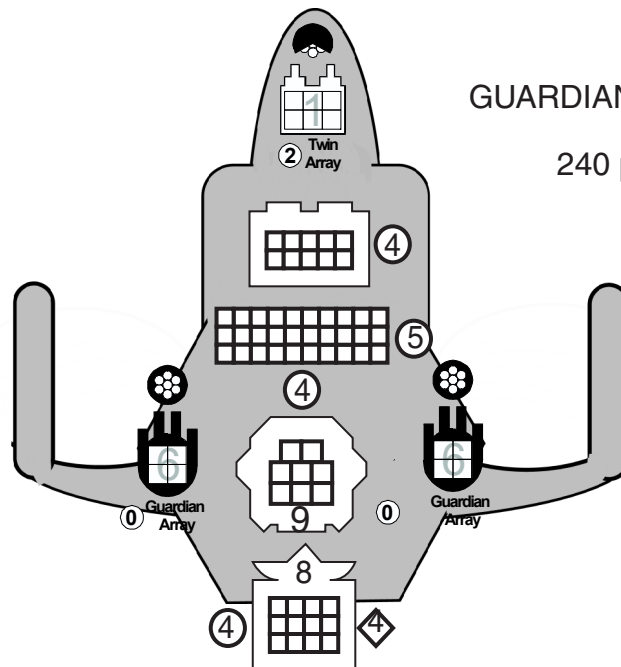
- 1 - 10 Structure
- 11 - 12 Twin Array/ Torp
- 13 - 15 Twin Array/ G.A.
- 16 - 17 Drive
- 18 - 19 Reactor
- 20 Control

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



GUARDIAN VARIANT

240 pts



- Control
- Drive
- Reactor