



Mograth Variant (Uncommon)

Version 2.1: 2E

Name: _____ Counter: _____

Centauri Mograhan Strike Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2265	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 565	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: +2
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	

SPECIAL NOTES
Agile Ship

HANGAR

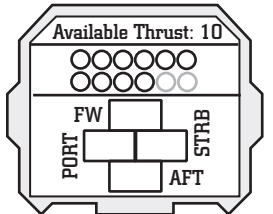
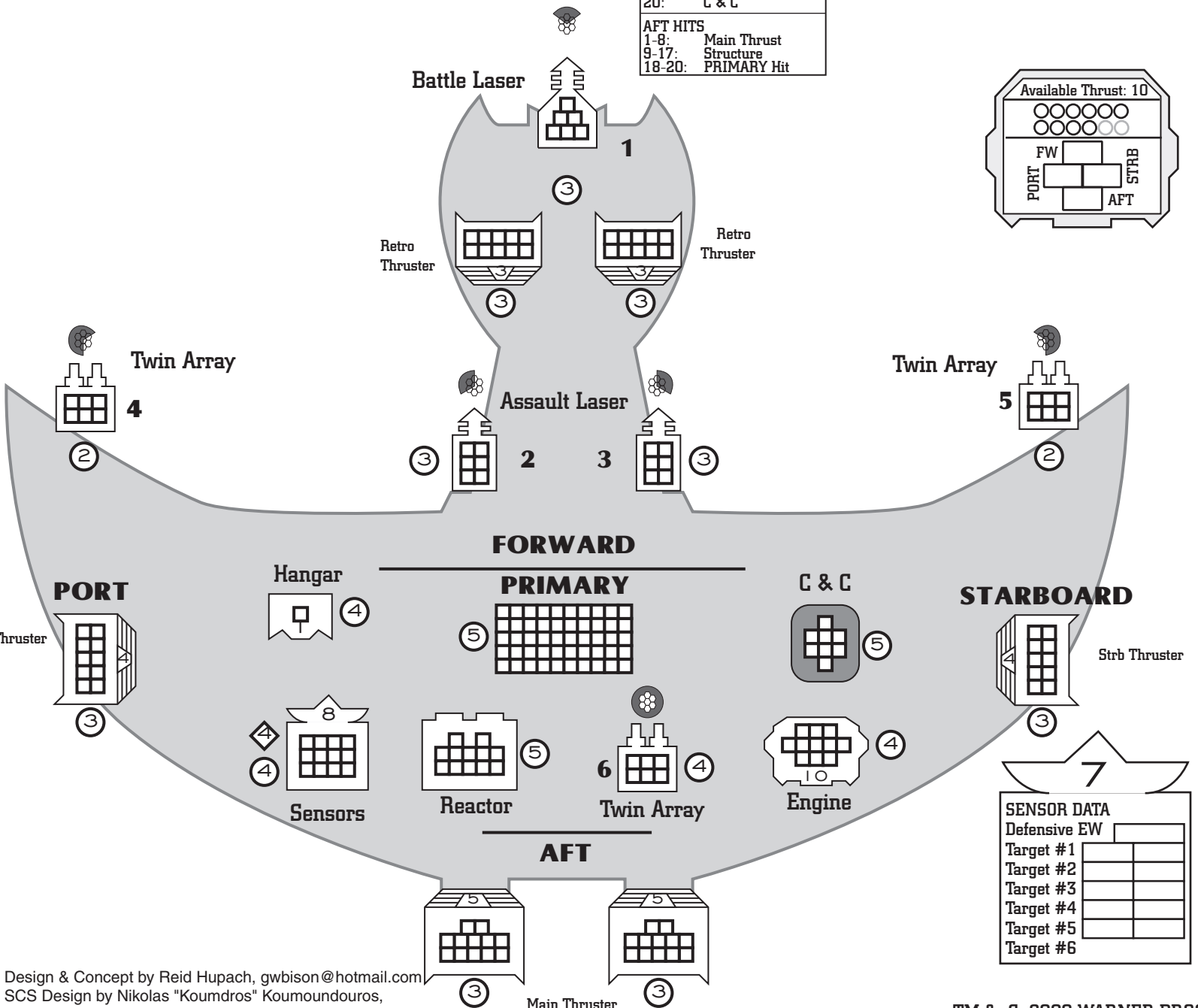
0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10

FORWARD HITS
1-3: Retro Thrust
4-5: Battle Laser
6-8: Assault Laser
9-11: Twin Array
13-17: Structure
18-20: PRIMARY Hit

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

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

WEAPON DATA	#no	Turn Recharged	Mode	Criticals
Battle Laser 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	#1			
Assault Laser 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	#2			
	#3			
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	#4			
	#5			
	#6			



SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	