

INITIATIVE

Name:

Counter:

Centauri Arcos Warship

SPECS

Class: Capital Ship
In Service:2245
Point Value:500
Ramming Factor:140
Jump Delay:16 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 2
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6

WEAPON DATA

Plasma Accelerator 5
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Guardian Array 2
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

Twin Array 2
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per Hex
Fire Control: +4/+5/+6
Rate of Fire: 2 per turn

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Plasma Accel
- 6-7: Twin Array
- 8-9: Guardian Array
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

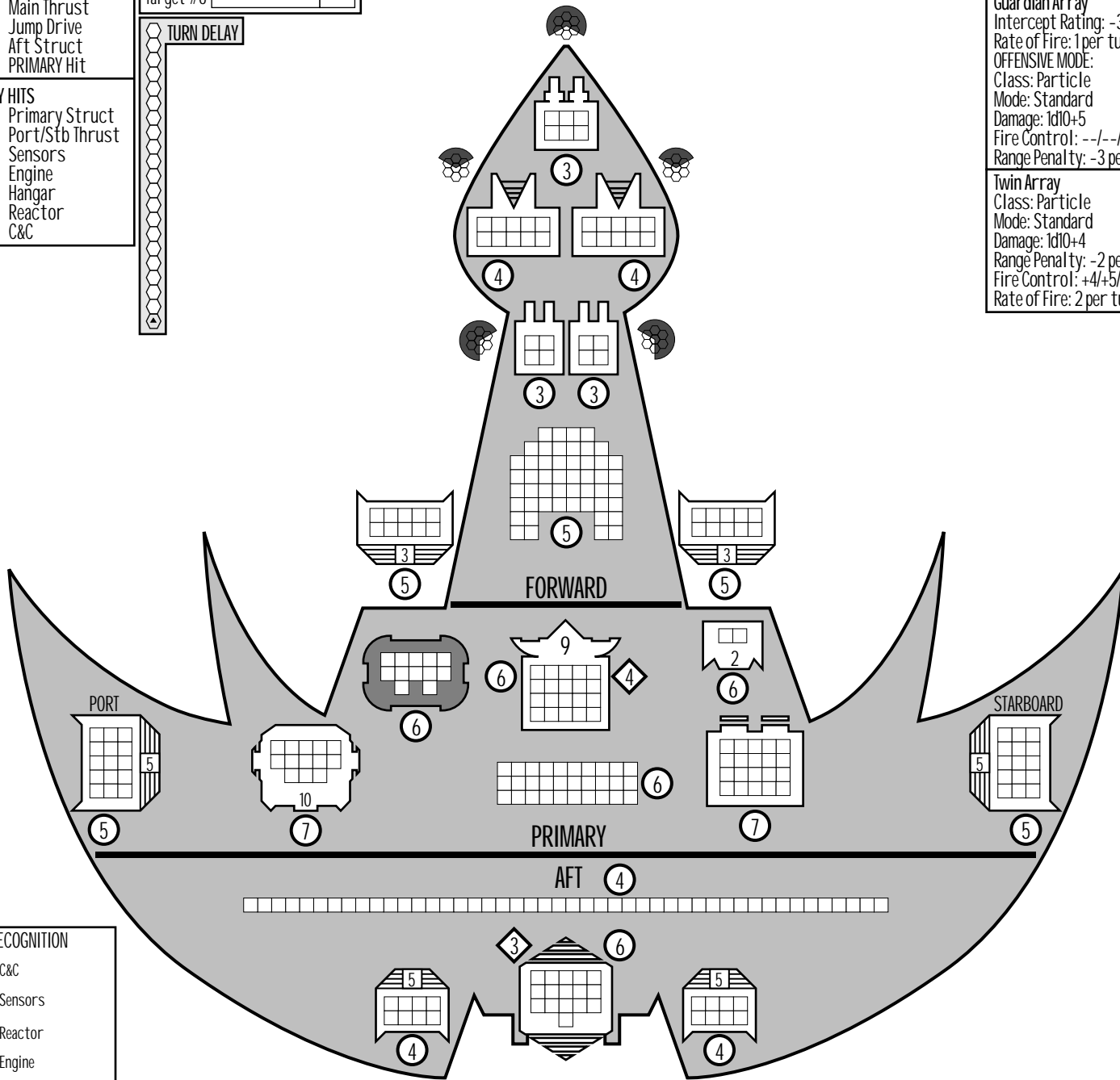
AFT HITS

- 1-5: Main Thrust
- 6-9: Jump Drive
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Struct
- 8-10: Port/Stb Thrust
- 11-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Plasma Accelerator
- Twin Array
- Guardian Array

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 8/10
