INITIATIVE

SPEED

Name: Counter:

Centauri Arcos Warship (Voldi Alpha Variant)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service:2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:500	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:140	Pivot Cost: 2+2 Thrust	Extra Power: 2
Jump Delay:16 Turns	Roll Cost: 1+1 Thrust	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

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

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

SENSOR DATA

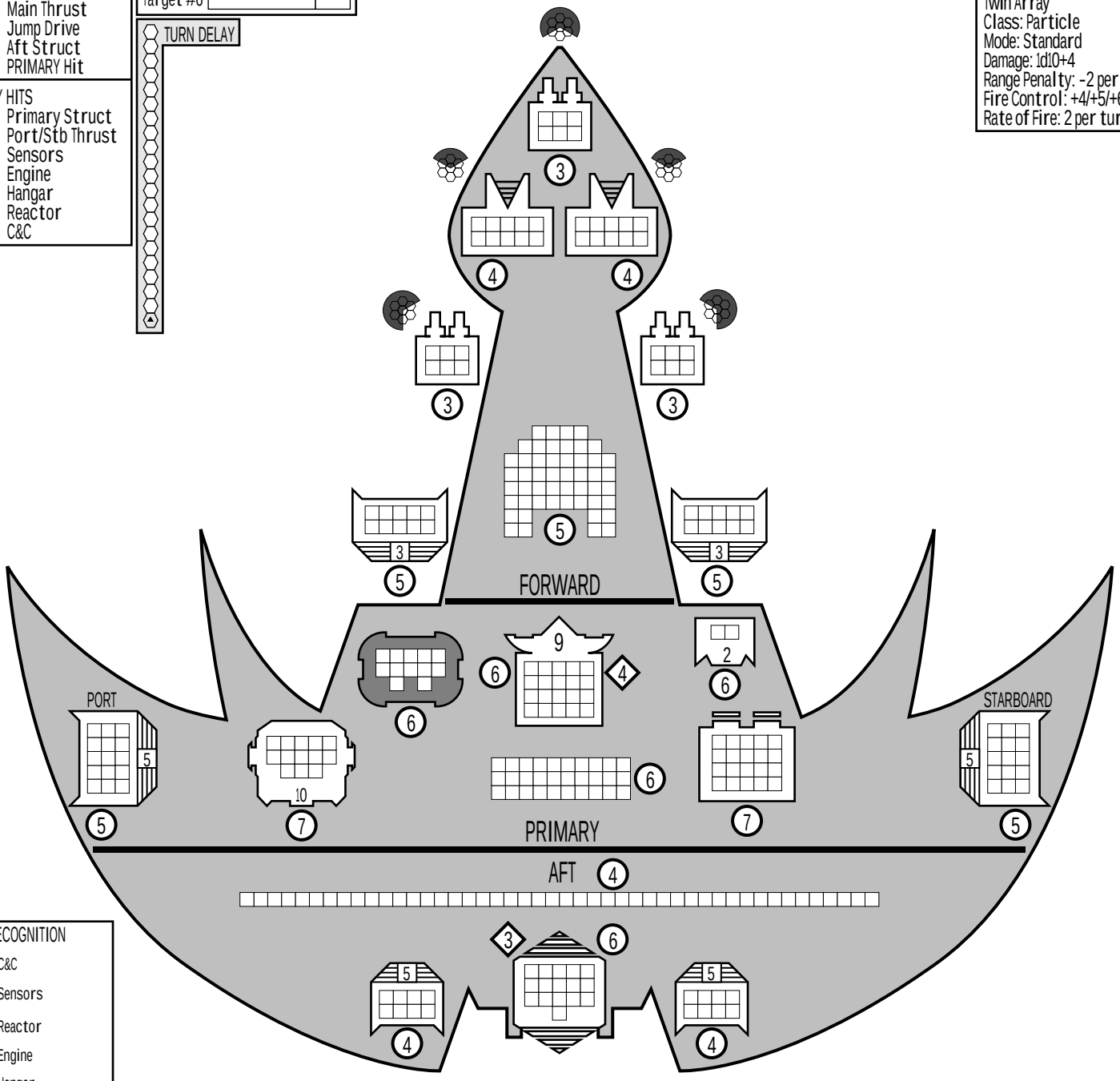
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

TURN DELAY

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

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



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