

Darkner Variant (Uncommon)

Version 2: 2E/SF

Name: _____

Counter: _____



Centauri Amar Fast Carrier

SPECS

Class: Hvy Combat Vsl
In Service: 2252
Point Value: 450
Ramming Factor: 130
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +6
Initiative Bonus: +8

WEAPON DATA

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

FORWARD HITS

1-4: Retro Thrust
5-7: Twin Array
8-10: Forward Hangar
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Engine
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

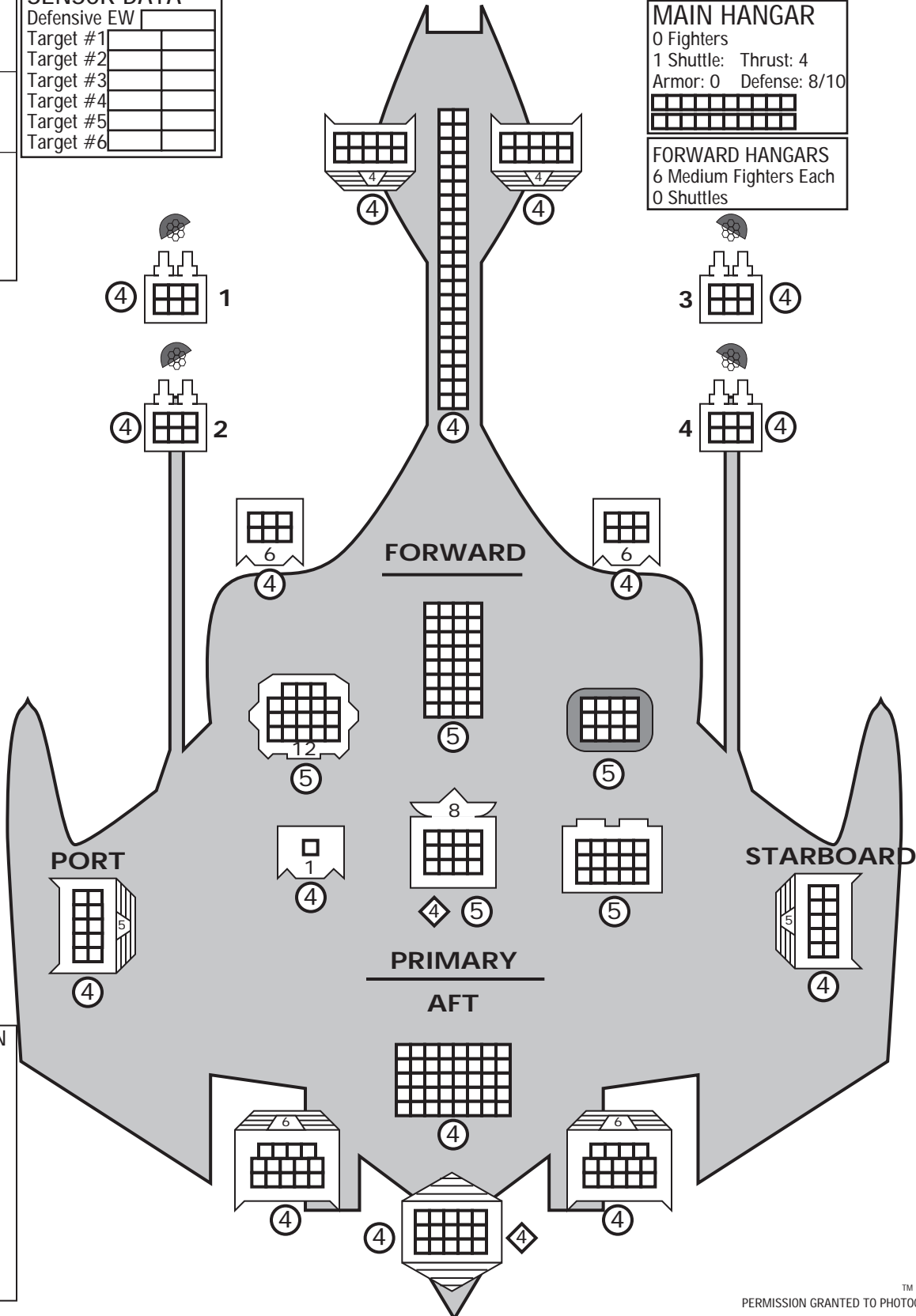
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

MAIN HANGAR

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

FORWARD HANGARS

6 Medium Fighters Each
0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array