

## Centauri Arger Close Attack Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsr	Turn Cost: 1/2 Speed	Fwd/Aft Def: 13
In Service: 2259	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

### WEAPON DATA

Heavy Array  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Ballistic Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 2d10  
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.

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Heavy Array  
8-10: Ballistic Torpedo  
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: Hangar  
18-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

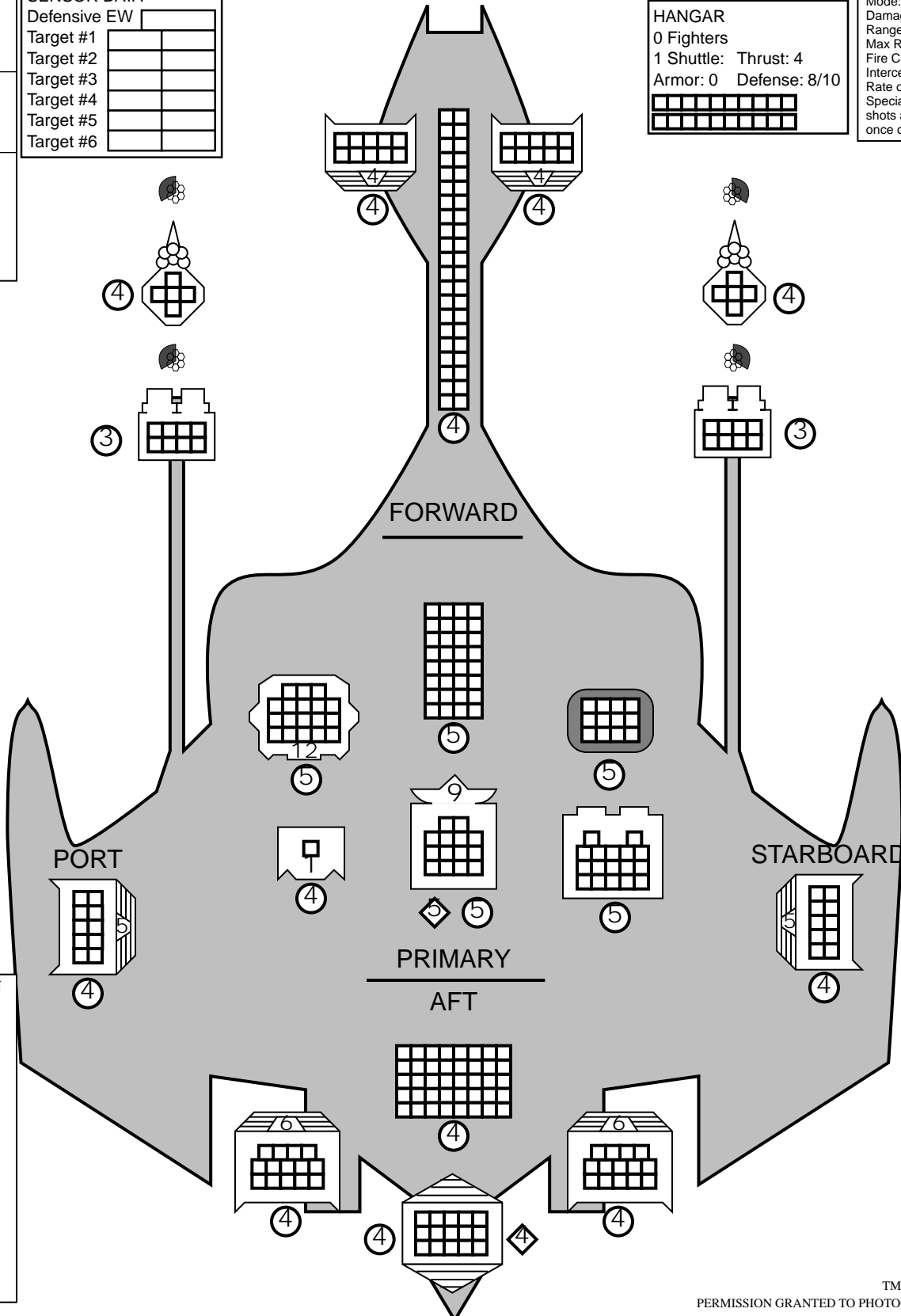
Target #6

### HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Array
- Ballistic Torpedo