



Centarui Aramis Class Infiltrator

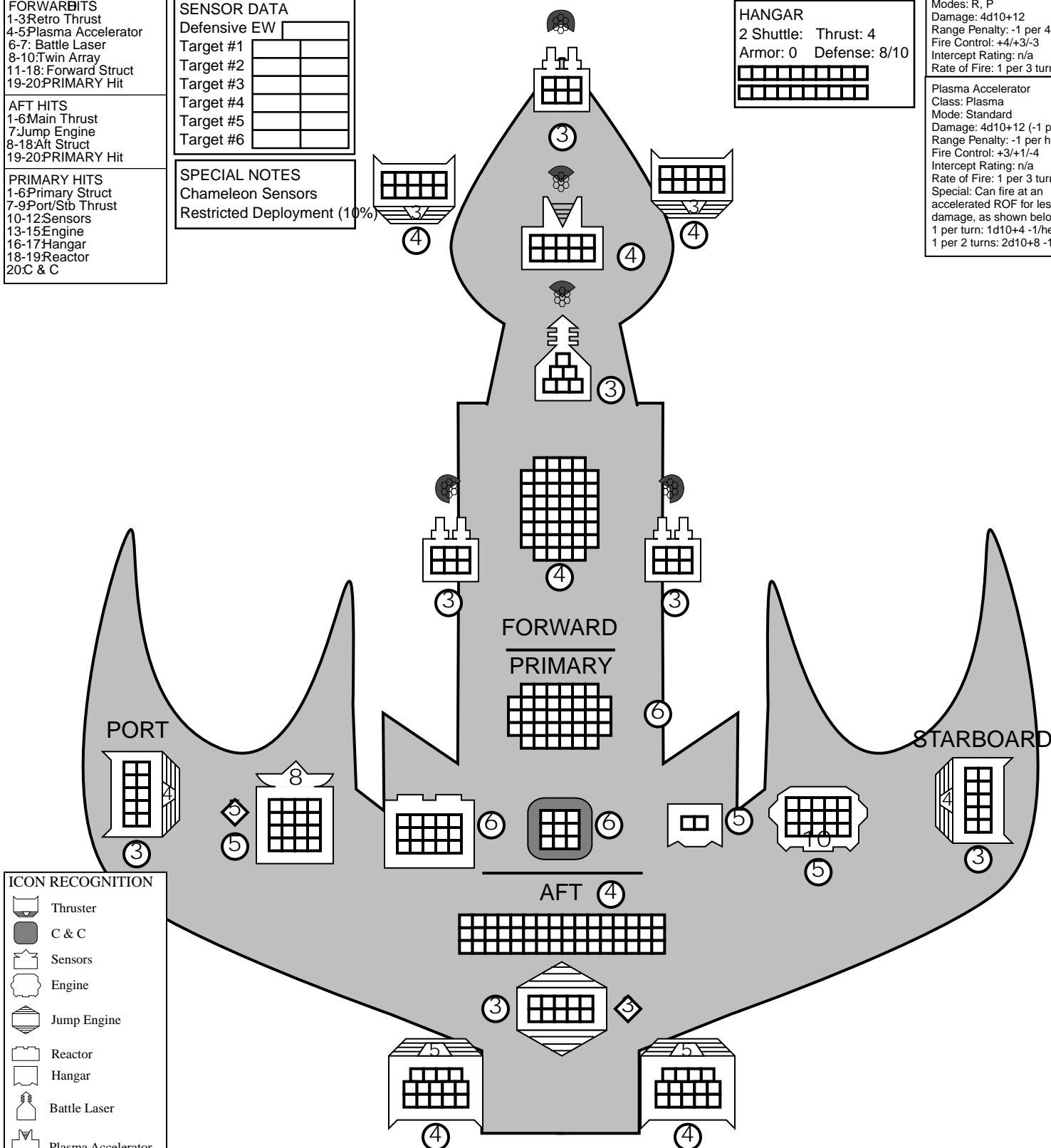
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vs	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2260	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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	
Twin Array	2
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	
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	
Plasma Accelerator	
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	

FORWARBITS
1-3Retro Thrust
4-5Plasma Accelerator
6-7: Battle Laser
8-10:Twin Array
11-18:Forward Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7:Jump Engine
8-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-6Primary Struct
7-9Port/Stb Thrust
10-12: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	
SPECIAL NOTES	
Chameleon Sensors	
Restricted Deployment (10%)	

HANGAR	
2 Shuttle: Thrust: 4	
Armor: 0 Defense: 8/10	



ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Battle Laser
	Plasma Accelerator
	Twin Array