

INITIATIVE

SPEED

Name:

Counter:

Centauri Arcos Warship

(Voldi Beta Variant)

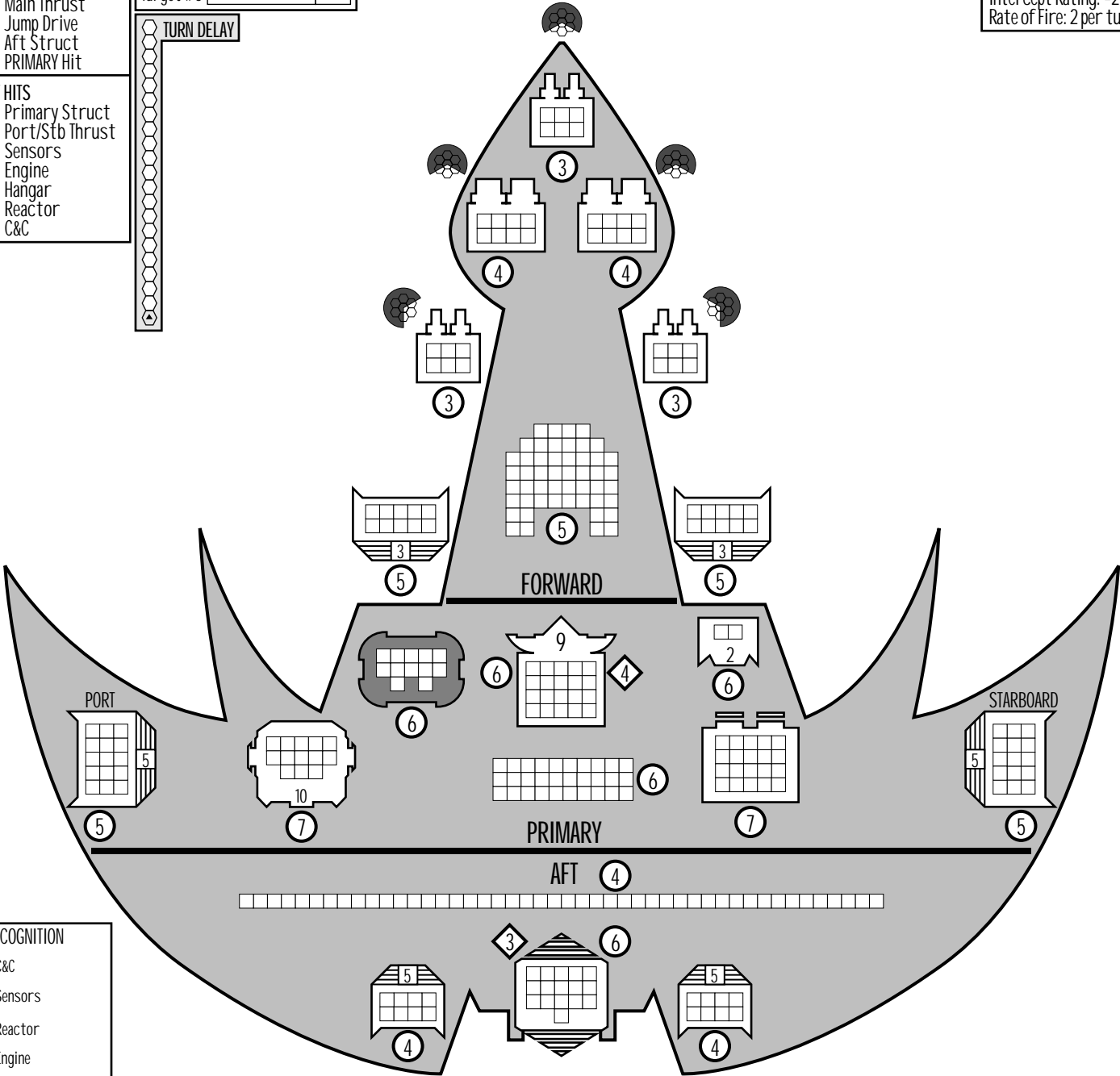
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service:2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:475	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:140	Pivot Cost: 2+2 Thrust	Extra Power: 4
Jump Delay:16 Turns	Roll Cost: 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	

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

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



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