



Centauri Arcadis Heavy Warship

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2241	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 1
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	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA
Ionic Pulse Array Class: Particle Mode: Pulse Damage: 2d10+8 1d3 Times per Barrel Maximum Pulses: 4/Barrel Grouping Range: +1 per 5 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+3 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
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.
Plasma Accelerator Class: Plasma Modes: 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

FORWARD HITS
1-3: Retro Thrust
4: Plasma Accelerator
5: Ballistic Torpedo
6-9: Ionic Pulse Array
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-9: Jump Engine
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
ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ballistic Torpedo
Ionic Pulse Array
Plasma Accelerator

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10

