

# Centauri Vorchan Warship

SPECS			MANEUVERING					COMBAT STATS				
Class: Hvy Combat Vsl			Turn Cost: 1/2 Speed					Fwd/Aft Defense: 12				
In Service: 2160			Turn Delay: 1/3 Speed					Stb/Port Defense: 14				
Point Value: 360			Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 135			Pivot Cost: 2+2 Thrust					Extra Power: 4				
Jump Delay: 16 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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

**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

## 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

1-3: Retro Thrust  
4-5: Plasma Accelerator  
6-9: Twin 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 Structure  
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
-  Plasma Accelerator
-  Twin Array

## 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

[illegible]