







## Centauri Vorchu Class Close Escort



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsr	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2170	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 135	Pivot Cost: 2+2 Thrust	Extra Power: 0
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 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	
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	 
Plasma Stream Class: Plasma Modes: Raking (5) Damage: 3d10+4 (-1 per hex) Range Penalty: -1 per hex Fire Control: +2/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Each sub-volley is mitigated by armor and eats full sub-volley which strikes a system degrades armor then by 1 point permanently	 
Guardian Array Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/-/+8 Range Penalty: -3 per hex	 

FORWARD HITS	SENSOR DATA
1-3: Retro Thrust	Defensive EW
4-6: Plasma Stream	Target #1
7-9: Twin Array	Target #2
10: Guardian Array	Target #3
11-18: Forward Struct	Target #4
19-20: PRIMARY Hit	Target #5
AFT HITS	Target #6
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	

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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Array
Plasma Stream
Guardian Array

