

Centaury Turhan Advanced Battleship

When first introduced during the Narn-Centaury War, the Chameleon Sensor equipped Dargan Strike Cruiser proved highly successful, ultimately shortening the war with its ability to penetrate Narn defenses. Due to high production costs, its numbers would remain limited and its operations generally restricted to clandestine missions. Unfortunately, the existence of Chameleon technology could not be entirely suppressed, and rumors began to circulate amongst the various races of a new Centaury ghost ship. Many of these rumors were instigated by citizen G'Kar, backed by a Narn Fleet Intelligence report provided by Admiral G'Sten prior to his ill-fated attack on Gorash-7. The other races responded by implementing a series of fleet wide systems of improved recognition, in the hopes of limiting future Dargan deceptions.

In relatively short order, these measures bore fruit with a number of Dargans barely escaping detection and potential destruction. Centaury Admiralty quickly realized that in a fleet level engagement the Dargan would be at a significant disadvantage considering its overall cost and rarity. If it simulated a lighter unit, the Dargan's lack of maneuverability was imposed on the other light units it was grouped with, resulting in less tactical flexibility. Simulating other cruisers or even the larger battleships or carriers had some merit. However, most opposing fleet commanders, upon realizing that the large fleet unit they were attacking was not what they originally thought but a Dargan in disguise were only to happy to see it destroyed anyway. As a result, Centaury Admiralty began to explore the possibility of producing both larger and smaller Chameleon Sensor equipped combat units for use in fleet level engagements.

Initial hopes that an Octurion variant might be developed proved utterly hopeless as the Chameleon Sensors operated in too narrow a field of shape constraints. If the Admiralty wanted a new Chameleon equipped battleship, it would have to be a ground up design. While design studies were begun on a new battleship, the Centaury investigated the possibility of converting existing smaller unit. It was hoped that the smaller sized vessels might be more easily converted. Unfortunately, the Drahk, who had recently begun to infiltrate the Centaury power structure, had already noticed the original Demos based Chameleon test bed. They suppressed its availability, usurping its technology and subsequent conversions for their own use. The unaware Admiralty was subsequently forced to conclude that no conversion of an existing design was currently feasible and that a new design for a Chameleon equipped light unit would be needed. The Admiralty was therefore forced to initiate yet another design program. Ultimately, the Drahk chose to leave the funding for the new battleship untouched, recognizing its potential. However, they chose to divert the funds for the lighter vessel design to their own needs (ironically, converting Demos hulls to Chameleon technology).

The technological ramifications of a battleship sized Chameleon equipped vessel resulted in a prolonged design process. The delays, coupled with the subsequent, and largely unknown, Centaury-League War and the following, and well known, Centaury-Interstellar Alliance War only served to worsen the situation. Designed from the ground up as a replacement for the Octurion, the new Advanced Battleship took every lesson learned during the recent wars and put them to good use. In addition to the Chameleon Sensor, the battleship received only the latest weapons, as well as improved sensors, armor, thrusters and engines. In order to better deceive potential enemies the new ship's maneuverability would be nearly on par with existing cruisers. The cost for all these improvements, coupled with the limits of the Chameleon Sensor came in terms of fighters, now 18 instead of the original 24 (though the Rutarian could be carried), a slight reduction in twin array firepower and a significant reduction in aft quarters firepower. The reduction in aft firepower was deemed acceptable in the hope that the Chameleon Sensor and the improved maneuverability would minimize attacks from behind.

Having finally formulated a feasible design, production proved nearly impossible in light of constant oversight by the Interstellar Alliance following the Centaury capitulation in Y2262. Clandestine construction began in Y2267 and the new design classified as the Turhan Advanced Battleship (named for the former Emperor in vain attempt to mollify the older members of the Centarum). Construction, conducted in an out of the way system near Centaury Prime, was not completed until Y2272 due to limited facilities, personnel and support imposed by the secretive nature of its construction. Launched amidst a heavy layer of airtight secrecy and no fanfare, the trials that followed proved slow and laborious. The Chameleon Sensor was subject to early instabilities as it attempted to hide the large battleship's form and shakedown flights were limited to only those occasions when the Chameleon Sensor was operating at 100% capability. Anything less saw the mission scrubbed and the battleship in parking orbit behind a small moon.

Deployment of the Turhan within the fleet order of battle was made officially and publicly in Y2275. Condemnation by the Interstellar Alliance was largely ignored, as were the demands that inspectors be allowed aboard the new ship. Unwilling to initiate hostilities, the Alliance instead assigned Whitestars to shadow the new ship. The publicity for the new ship played directly into the Drahk's hand as it drew attention away from the continuing Drahk build up. Fortunately, Vir Cotto exposed the Drahk and their plans in Y2278. Following his ascensions to Emperor, Emperor Vir wasted little time ordering the Navy to search out and destroy all remaining Drahk. The Turhan and her newly commissioned sister, the Londo Mollari were tasked with leading these missions where they proved remarkably successful.

Centauri Turhan Advanced Battleship

SPECS

Class: Capital Ship
In Service: 2275
Point Value: ???
Ramming Value: 360
Jump Delay: 16 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

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

Heavy Array

Class: Particle
Modes: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Ballistic Torpedo

Class: Ballistic
Modes: 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.

FORWARD HITS

1-4: Retro Thrust
5-6: Battle Laser
7-9: Twin Array
10-11: Ballistic Torpedo
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7: Battle Laser
8-9: Heavy Array
10: Twin Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Battle Laser
9-10: Twin Array
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Heavy Array
10-11: Sensors
12-13: Jump Engine
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

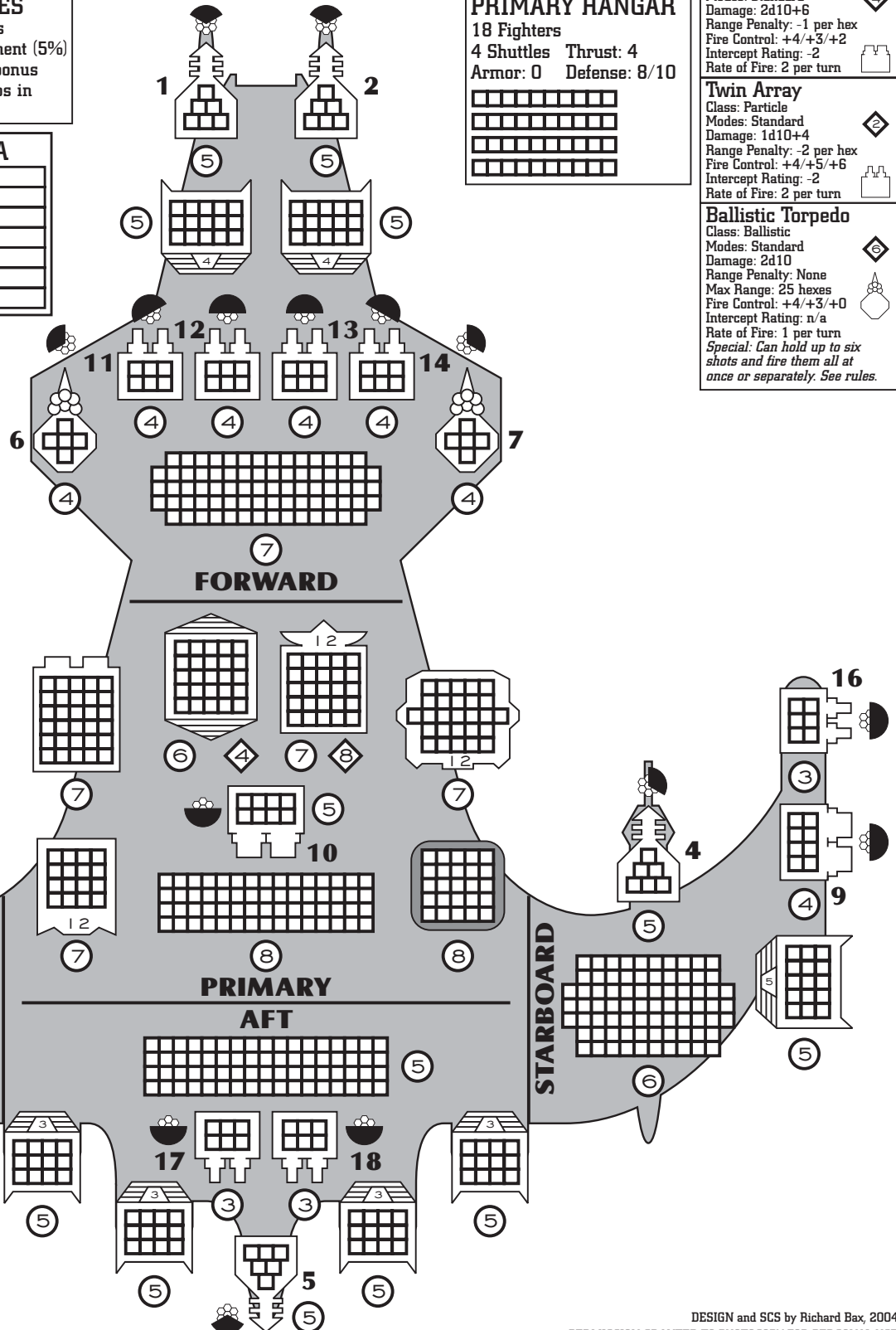
Chameleon Sensors
Restricted Deployment (5%)
Adds +1 initiative bonus
to all Centauri ships in
the scenario

SENSOR DATA

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

PRIMARY HANGAR

18 Fighters
4 Shuttles Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

