

Centauri Vorchan class Warship

SPECS
 Class: Hvy Combat Vsl
 In Service:
 Point Value:
 Ramming Factor: 155
 Jump Delay: 16 Turns

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

COMBAT STATS
 Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +7

WEAPON DATA

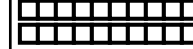
Plasma Pulse Accelerator
 Class: Plasma
 Mode: Pulse
 Damage: 15 1d3 times
 (-1 per 2 hexes)
 Maximum Pulses: 4
 Pulse Grouping: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 1d2 times
 (-1 per hex)
 Pulse Grouping: +1 per 5
 1 per turn: 1 time
 (-1 per hex)
 no pulse grouping bonus

Ionic Pulse Array
 Class: Particle
 Mode: Pulse
 Damage: 10 1d3 times
 Maximum Pulses: 4
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+1
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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

FORWARD HANGAR

6 Fighters or
 6 Hunter Killers
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10



FORWARD HITS

1-3: Retro Thrust
 4-6: PI Pulse Accelerator
 7-9: Ionic Pulse Array
 10-11: Hangar
 12-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-11: Jump Engine
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-10: Port/Stb Thrust
 11-12: Sensors
 13-15: Engine
 16-17: HK Control System
 18-19: Reactor
 20: C&C

SENSOR DATA

Defensive EW

Target # 1

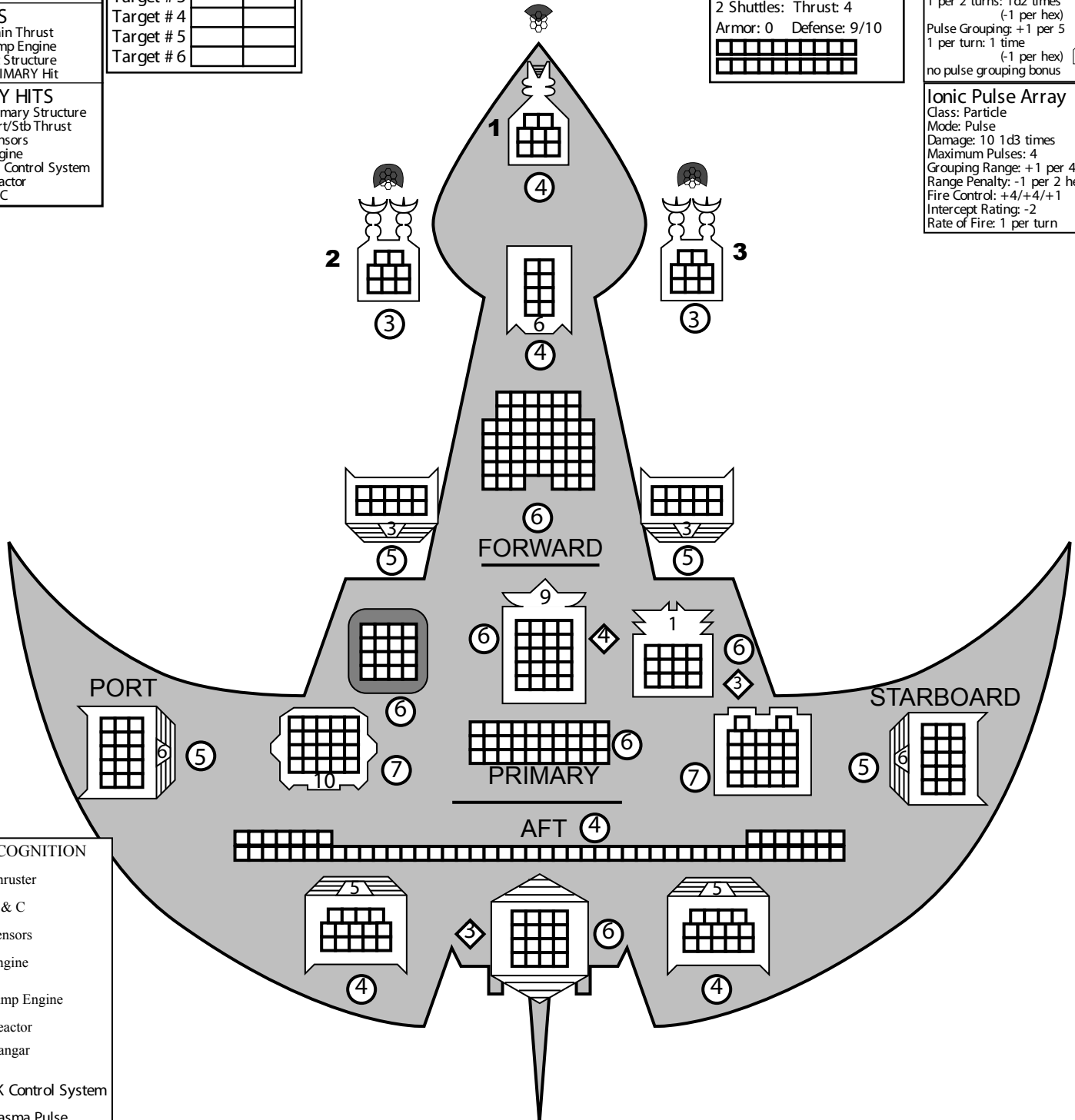
Target # 2

Target # 3

Target # 4

Target # 5

Target # 6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- HK Control System
- Plasma Pulse Accelerator
- Ionic Pulse Array