



Centauri Vorchak Class Torpedo Ship

SPECS

Class: Hvy Combat Vst
In Service: 2250
Point Value:
Ramming Factor: 135
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: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 1
Initiative Bonus: +8

WEAPON DATA

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.

FORWARD BITS
1-3 Retro Thrust
4-8 Ballistic Torp Launcher
9-18 Forward Struct
19-20 PRIMARY Hit

AFT BITS
1-5 Main Thrust
6-9 Jump Engine
10-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY BITS
1-7 Primary Struct
8-10 Port/Stb Thrust
11-12 Sensors
13-15 Engine
16-17 Hangar
18-19 Reactor
20: C & C

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ballistic Torpedo

