



Version 3: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Centauri Forchan Assault Ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2160  
Point Value: 360  
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: 0  
Initiative Bonus: +8

## WEAPON DATA

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

## FORWARD HITS

1-3: Retro Thrust  
4-9: Heavy 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 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
- Plasma Accelerator
- Twin Array

