

Fluff Centauri Upgrades

Upgrades:

In the 2100s many of the old hulls used during the Orieni and Civil War was put in mothballs while the RN acquired more modern designs. But many of the poorer houses retained a few of the old vessels and maintained and upgraded them on a regularly basis. The last major upgrades before the WoR take place in the dawn of the 23rd century.

During the War of Retribution many old hulls were put out of the mothballs and hastily sent against the advancing Narn fleets. Then came the League Wars and the attack of the combined Drazi/Narn fleet. After the peace treaty the IA put severe ship building quotas on the Centauri Republic. Royal Navy and various houses seek ways to fool the IA and to commission more ships. An easy way was to put more ships out of the mothballs and modify and modernize them in hidden shipyards. But due to their age many designs show a few unreliabilities which couldn't be fixed.

Balcirax II Attack Destroyer

Balciron Variant (Uncommon)

A ship-killer, this variant replaced the HPlasC with a Plasma Accelerator.

Balciron Destroyer

Base Hull (Limited Deployment – 33%)

Refitted with more modern weapons, this upgrade has an Assault Laser, Matter Cannons and a moderate Twin Array battery.

Celerian II Warcruiser

Base Hull (Restricted Deployment – 10%)

Intended as a ship-killer this design has Plasma Accelerators and Matter Cannons. The Anti-fighter batteries are somewhat weak (for centauri ships of course!).

Centaurum II Battleship

Centaurum Variant (Uncommon)

As a flagship for task forces this design received major upgrades, installing a better sensor suite and more modern weapons. It was time consuming and expensive, so it remains a uncommon variant.

Falenna II Garrison Ship

Base Hull (Restricted Deployment – 10%)

For use against raiders in the outback of the republic, the Falenna II has Plasma Streams for stripping off the armor on enemy vessels. A feature loved by the Razik pilots normally carried on board of this ship.

Kendari II Fleet Scout

Kendari Variant (Uncommon)

Simply an overhaul of the mothballed Kendaris.

Optine II Battlecruiser

Optine Variant (Uncommon)

Equipped with more modern weapons, it appears to be a mini-octurion.

Primus War Cruiser

Primus Variant (Rare)

Some Accelerator Primus' were modernized after their overhaul, replacing the plasma weaponry with Heavy Arrays. While powerful the danger of exposing the expensive hull to the danger of point black engagements make it sure that it remained a rare sight.

Talvan II Attack Cruiser

Talvan Variant (Uncommon)

Equipped with more modern weapons, it was a substitute of the centurion for many poorer houses.

Talvan II Strike Cruiser

Talvan Variant (Rare)

Extensively refitted with Heavy Particle Beams and Ballistic torpedoes it was intended to lead and support squadrons of old Talvan Cruisers in battle. Expensive to refit it remains a rare variant.

“Historical designs”:

These two designs are the first hulls of the Primus Battlecruiser developed after the Orieni War, based on the descriptions in S-5.

Primus Mk. I Battlecruiser

Primus Variant (Common)

The first of the Primus Battlecruisers this design incorporate all the lessons learned in the Orieni War. While the main battery of four assault lasers was only moderate, it has a superb armor protection and a large battery of Light Particle Beams against large fighter strikes. After the development of the Twin Array most of this Mk I cruisers were converted to the Mk II model.

Primus Mk. II Battlecruiser

Primus Variant (Common)

With the Twin Array developed, many designs were refitted as fast as possible after 2047. This Mk II Primus' were the first with the today known configuration of four main weapons and 8 Twin Array batteries.

Optional rules:

- Availability:

Royal navy only: Centaurum, Talvan Strike.

House fleets only: Falenna, Kendari.

- Poor Crews:

Due to their age and lack of AG not the best crews were assigned to these old ships. So roll 1d6 (for house fleets and 1d10 for RN) for every ship. On a 1, this ship have a Poor Crew (Rules can be found in WoCR)

Notes:

These variants are based on the WCR-design after a major overhaul. So they retained a few unreliabilities, but no reduction in thrust like some of the S-5 ships. Availability changed to reflect their age.

Point costs are only estimated and when you feel in playtesting, that a design is over-/underpointed, send me an email or discuss it in the forum. I visit the B5W-Forum on a every or every other day.

Sebastian (aka SXS 75)