

Centauri Vorchara class Warship

SPECS		MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed								Fwd/Aft Defense: 13			
In Service:		Turn Delay: 1/3 Speed								Stb/Port Defense: 15			
Point Value:		Accel/Decel Cost: 2 Thrust								Engine Efficiency: 2/1			
Ramming Factor: 155		Pivot Cost: 2+2 Thrust								Extra Power: 0			
Jump Delay: 16 Turns		Roll Cost: 1+1 Thrust								Initiative Bonus: +7			
Speed		1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost		1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay		1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

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

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 HITS

- 1-4: Retro Thrust
- 5-8: Ionic Pulse Array
- 9-11: Ballistic Torpedo
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

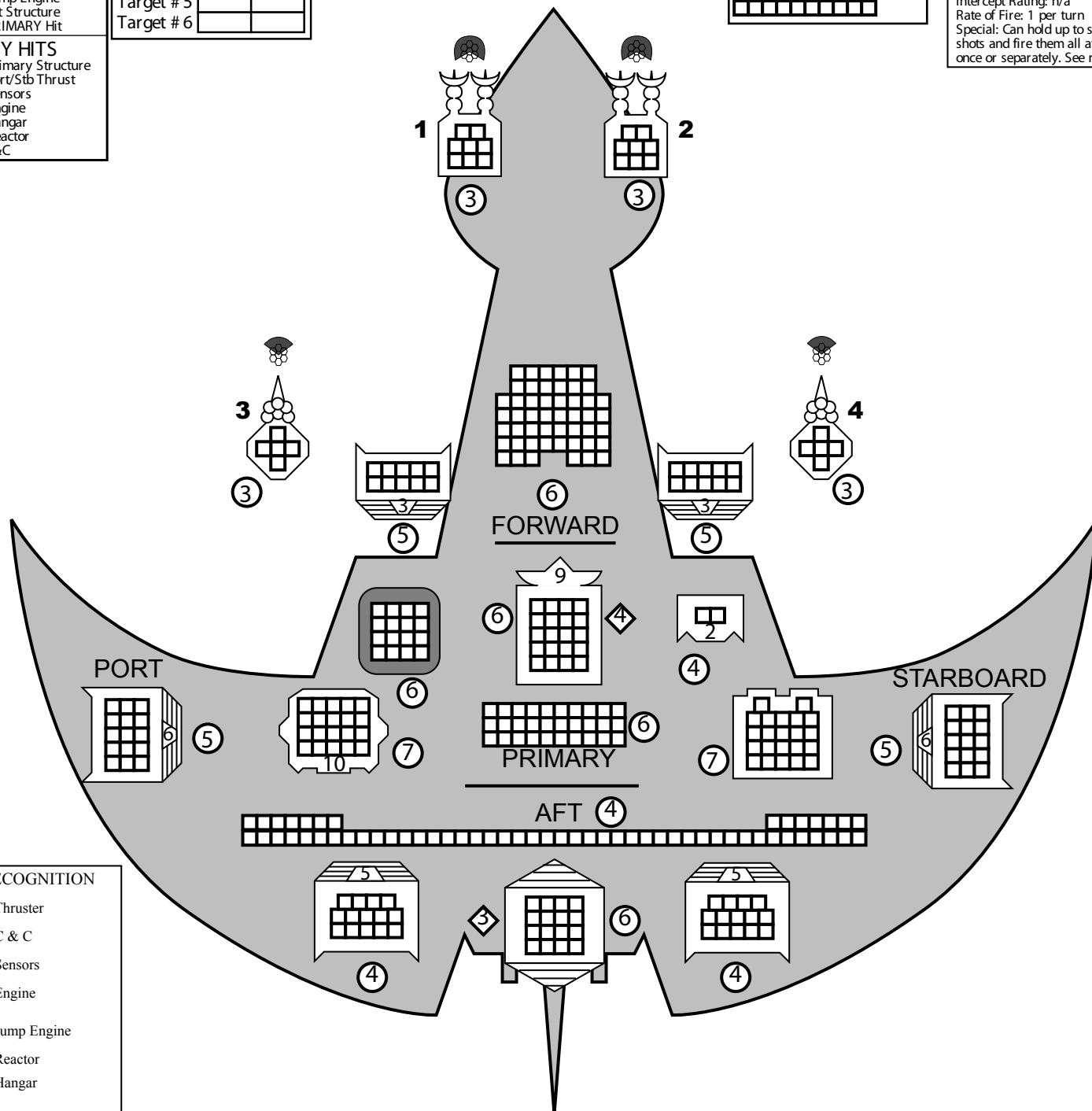
1-8: Main Thrust
9-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS










- 1-8: Primary Structure
- 9-10: Port/Stb Thrust
- 11-12: Sensors
- 13-15: Engine
- 16-17: 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: 9/10



ICON RECOGNITION

- | | |
|--|-------------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Jump Engine |
|  | Reactor |
|  | Hangar |
|  | Ionic Pulse Array |
|  | Ballistic Torpedo |