



Centauri Vorchat Warship

SPECS

Class: Hvy Combat Vsl
 In Service: 2235
 Point Value: 400
 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: 4
 Initiative Bonus: +8

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	1	2	2	2	3	3	3	4	4	4

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

Twin Array 
 Class: Particle
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +4/+5/+6
 Intercept Rating: -2
 Rate of Fire: 2 per turn

HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 8/10



FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Heavy Array
- 6-9: Twin 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	

ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Heavy Array
-  Twin Array

