

# Centauri Vorchan Warship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2160  
Point Value: 425  
Ramming Factor: 135  
Jump Delay: 16

## 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  
Power Shortage: 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

## HANGAR

6 Fighters(On Catapults)  
2 Shuttles

## WEAPON DATA

**Plasma Accelerator**  
Class: Plasma  
Mode: Standard  
Damage: 4d10+12 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Can fire at an accelerated ROF for less damage, as shown below:  
1 per turn: 1d10+4 -1/hex  
1 per 2 turns: 2d10+8 -1/hex

**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

## FORWARD HITS

1-3: Retro Thrust  
4-5: Plasma Accelerator  
6-8: Catapult  
9-11: Twin Array  
12-18: 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

## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Catapult
-  Plasma Accelerator
-  Twin Array

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

