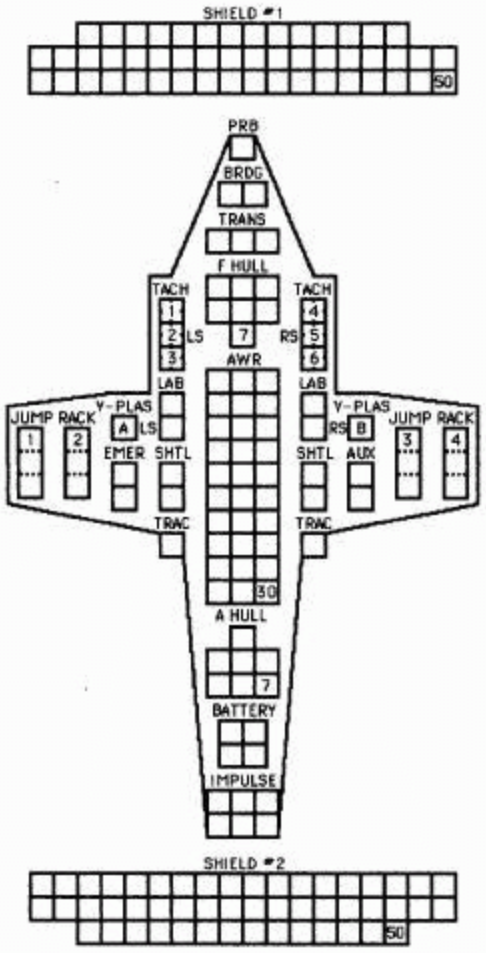
The Centaurians – Playtest Companion Games

95-08-31 Version

What follows is an outline of playtest rules for the new Centaurian race, including their unique jump drives and array of weapons.

CENTAURIAN HEAVY CRUISER



SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	135
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-11.5
INTERNALS	=	94

CREW UNITS

* 40

BOARDING PARTIES

10

TRANSPORTER MINES

R R R R D D D D

SHUTTLES

TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6 5 3 1 0

PROBES

1 5

SCANNER

0 0 1 3 5 9

DAM. CON.

4 4 2 2 0

EX. DAM.

19

POWER CURVE

WARP	=	0
IMPULSE	=	6
APR	=	0
AWR	=	30
TOTAL	=	36
BATTERY	=	4

JUMP RACKS

1
2
3
4

TACHYON BEAM TABLE

DIE ROLL	RANGE 0	1-2	3-5	6-9	10-14	15
1	6	5	4	3	2	1
2	5	4	3	2	1	0
3	4	3	2	1	0	0
4	3	2	1	0	0	0
5	2	1	0	0	0	0
6	1	0	0	0	0	0

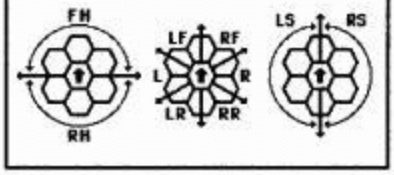
VARIABLE PLASMA CHARGES

A
B

Insert variable plasma table or replace with plasma stream.

Variable Plasma Launchers have Maximum Level 2 (10 points)

WEAPON ARCS



To create the tournament version, add one battery and two boarding parties.

A- Background and History

1- The Centaurians look like mythical terran centaurs, with the torso of a large human and the body of a horse. They are strong, fast, and very intelligent on average. Most Centaurians abhor violence and have the souls of artists, but they are willing to participate in the defense of the Territory for the sake of their own survival and to support their allies.

2- The Centaurians are members of the loose confederation of races which live in the Plasma Occupied Territory. The Centaurians never developed warp drive. They have something which they think is better: *jump drive*. Their main weapon is the jump drone. Their secondary weapon is the variable plasma, which they copied to a limited extent from their P.O.T. neighbors. Instead of phasers, they use tachyon beams for close-range firepower and point defense. They have no warp engines (naturally), but have AWR (needed to operate the jump drive) and impulse engines.

3- The ships are spindle-shaped, and generally have LS/RS weapons.

B - Centaurian Shields

The Centaurians use shields, but each ship has only two 180-degree shields, one covering the FH arc and the other covering the RH arc. They may use general or specific reinforcement. Cost to raise and maintain shields is the same as for standard shields. They may repair their shields for only 1 point of energy for each shield box repaired, although the amount of energy that may be applied toward shield repair is limited by the ship's current damage control rating.

C- Centaurian Transporters

The Centaurians' jump tech gives their transporter devices double range, although using them for transport beyond range 5 costs twice the amount of energy (2/5 instead of only 1/5).

D- Centaurian Jump Drive

Jump drive is a hyper-light drive which transports a unit across a distance instantaneously, without actually crossing the intervening distance. Unlike the Andromedan displacement device, it can be used only to move the unit which mounts the jump drive; it cannot be used to move any other unit except a unit docked to or inside of the unit using the Jump Drive.

2- Centaurian ships have no warp engines. AWR power (not APR or other power) is used to operate the jump drive. The AWR on Centaurian ships (but not non-mobile units) is hit on any DAC warp engine hit as well as APR.

3- A ship can use its jump drive for up to 30 hexes of movement per turn. Jump Drive can jump a ship up to 8 hexes during each jump, but only into a hex which is in the FH arc of the ship. The

ship may use its jump drive up to 4 times per turn. There is an 8-impulse delay between uses of the jump drive by a single ship.

4- A ship must pay an amount of energy equal to its movement cost times the number of hexes it wishes to jump. This energy must be warp energy, but may be allocated or reserve. Jumps of range 0 are permitted; range 0 jump cost is calculated as a range 1 jump. A ship is not required to use allocated jump energy. Allocated but unused jump energy is lost.

5- Jumps occur after all standard movement during the Movement Segment, but before tacs and all non-movement actions. Ships jump first, then shuttles jump, then seeking weapons jump. There are no nimble jump-capable ships because there are no jump-capable ships with warp engines.

6- A jump may be performed on any impulse, including impulse 1. Fire control status is irrelevant. Jumping will break a tractor lock from or to the jumping ship, and so jump ships cannot tow objects in tractor locks through jumpspace.

7- A jump does not result in disrupted fire control, break of a PPD wavelock or loss of seeking weapon tracking, etc. (Of course, PPD wavelock would be broken if the target ship jumped out of the arc of the PPD, and seeking weapons would lose tracking if the target ship jumped out of tracking range or tracking arc).

8- On the impulse a ship performs a jump, no weapons may be fired and nothing may be launched; seeking weapons previously launched may continue to be guided. A wild weasel may not be launched until the 8th impulse after a jump.

9- Jumps may be performed across webs, etc. to any hex. A lockon not needed to jump into a hex although a line of sight to that hex IS needed. A unit may never jump into another object, including another ship or terrain feature. It may jump into the same hex as another object that does not fill the entire hex. If a unit jumps into the same hex as a one-hex, class-m planet, it is considered to be in the atmosphere of that planet in the nearest facing hexside, not on the surface - - - it must descend normally because jump drive is not precise enough for planetary landing.

10- As noted earlier, Centaurian ship can jump out of a tractor lock, but the maximum distance traveled in that jump is (8-MVT) where MVT is the warp energy movement cost of the tractoring unit (and yes, that would mean something with active positional stabilizers could prevent a Centaurian from ever jumping out since it has a MV of infinity), round all fractions down. The ship must pay an amount of jump energy for that jump equal to (D*MVC+MVT) where D is the distance traveled, MVC is the movement cost of the Centaurian ship, and MVT is the movement cost of the tractoring unit.

11- A Centaurian ship may use the jump drive to disengage by acceleration only if it did not make a jump during the entire previous turn and the entire turn on which the disengagement is to be made. This requires an amount of energy applied to the jump drive on that second (and final) turn equal to that necessary to jump 15 hexes. If that amount of energy is not available, the Centaurian ship cannot disengage by acceleration.

12- The jump drive cannot be damaged, sabotaged, or otherwise affected by the enemy. It is an integral part of the ship, just as are the warp engine movement functions of other starships.

E- Other Centaurian Movement Rules

1- The Centaurian ships have impulse engines and may use them to move speed 1 or for a single impulse tac every turn. A zero-energy turn may be made on impulse 32 only if the ship did not also jump during that turn. If enough impulse engine power is available, the ship may perform erratic maneuvering.

2- When a jump is made, the ship will still have the same facing it had before it made the jump. Facing can be changed only by using turns at speed 1, impulse tacs, or zero-energy turns. With no warp engines, the ships cannot HET.

3- Centaurian ships and other units cannot perform emergency deceleration.

4- Since a Centaurian ship does not have warp engines, it may attempt sublight disengagement at the end of any turn as long as it has not jumped during that turn and meets all other requirements for sublight disengagement.

F- Centaurian Shuttles and Fighters: Jump Drive Operations

1- Shuttles and fighters also have jump drive, but the maximum jump distance during any one turn is 6 for a shuttle (12 with a jump boost pack) and whatever the individual limit is for the fighter type (15/30 for the high-class fighters). A jump boost pack cannot be turned off on the same turn or within 8 impulses after it is used to move one or more hexes greater than the shuttle's non-boosted range during that turn. A single jump can never be greater than the shuttle's non-boosted one-turn range or 8 hexes, whichever is less.

2- Centaurian shuttles and fighters may use erratic maneuvering at speed 0 or 1, but not at all if they are crippled. Involuntary cessation of EM occurs at the end of the direct fire segment of the impulse during which they were crippled.

3- Even though the Centaurian shuttles are technically sublight units, they can still withstand death-dragging up to a speed equal to double their non-boosted one-turn jump range. Note that the fighters cannot HET to break tractors, but they can jump right out of any tractor lock except one which was established by a unit with movement cost of infinity, i.e. with active positional stabilizes. Non-fighter shuttles cannot jump out of a tractor lock.

4- Shuttles and fighters must launch out of a shuttle bay normally, i.e. they cannot jump out of the ship (except when escaping during catastrophic damage). Therefore, they cannot jump until the impulse after launch. Shuttles and fighters cannot land aboard on the same impulse they jump, but can be tractored aboard on that impulse. They can land aboard a ship which jumped into their hex that same impulse.

G- Centaurian Jump Drones

1- A jump drone is launched using a device that operates in a manner similar to a standard type-D drone launcher. A single launcher has 3 magazines of 6 jump drone spaces each. There are no reloads (except in cargo boxes, which cannot be used during a scenario). Each jump drone rack may launch one jump drone per turn (standard 8-impulse delay). Jump drone rack magazines may be unloaded and loaded in the same way and at the same rate as for drones.

2- There are only two types of jump drones. The one-space jump drone requires 3 points of damage to destroy and does 6 points of damage upon impact. The two-space jump drone requires 6 points of damage to destroy and does 12 points of damage upon impact. The impact of an ADD or any explosive drone will destroy a jump drone. They are treated as drones except as may be noted here.

3- Jump drones have a form of ATG (no built-in ECCM) which can lock on and maintain lock-on out to range 35. The controlling unit is not required to release the weapon to its own control.

4- Jump drones only jump; they never move on their own, not even at speed 1 on impulse 32. They are assumed to be speed 0 for purposes of simultaneous impact. They cannot set off mines, and just like jump-equipped ships can jump right over webs, ESGs, etc.

5- They have no specified facing, and a 360^ tracking arc. They can't HET, but neither do they need to do so.

6- When launched, place a counter representing the jump drone on the map on top of the launching unit. Jump drones have no specific facing or defined tracking arcs.

7- Jump drones jump only on the following impulses: 4, 8, 12, 16, 20, 24, 28, 32. On each of these impulses, they will jump up to 4 hexes toward their target (use standard seeking weapon rules to determine where they end their jump). If the target is within 4 hexes, they will jump into the hex of their target and will impact during that movement segment at the same time as other drones. The shield impacted is determined as for direct fire based on the hex from which the drone jumped. If their target ever moves into their hex, they will impact during that movement segment exactly as if they had jumped into that hex.

8- Unlike ships, jump drone may jump in any direction, not just into their FH arc. They don't have an FH or any other arc, anyway.

9- All jump drones will jump exactly 16 times (unless they are destroyed, impact their target, or so on) and then their engine burns out (just before the drone launch step of the Impulse Activity Segment) and they go inert. Double duration (32 jumps) can be purchased for .5 BPV per jump drone to which this modification is to be applied (no free reloads) using Commander's Option Points.

10- A jump drone which is required by the seeking weapon rules to jump into a terrain-size object which is not its target (such as a large planet) will not do so (unless that object is its target

or its target is on/in that object), and will immediately self-destruct harmlessly instead. It can jump into the hex of an object, such as an asteroid or ship, even a very large ship.

11- Jump drone racks (actually, magazines) are hit on DRONE hits on the DAC. A jump drone launcher is destroyed with its last magazine. A jump drone magazine (with or without a launcher involved) may be repaired for 4 CDR points. Note that it will not have any jump drones in it when repaired, but may be loaded with any jump drones available from jump drones unloaded earlier.

12- One-space jump drones are used on fighters. Two-space jump drones are never used on fighters.

13- Jump drones may not be used in scatterpacks, except fighter scatterpacks.

H- Centaurian Variable Plasma

1- The Centaurians use a limited form of variable plama technology for their ships and fighters, etc. which is similar to that used by Corporate units. Centaurian variable plasma mounts are all limited to Level 2 and can hold a maximum of only 4 charges in each charge rack. The launching arcs for Centaurian variable plasma are wider than their Corporate counterparts.

I- Centaurian Tachyon Beams

1- These are very energy-intensive except at short range, but are very good point-defense weapons. They are treated in the same way as are phasers except as noted below.

2- Tachyon Beam Table

Die Roll Range	0	1-2	3-5	6-9	10-14	15
1	6	5	4	3	2	1
2	5	4	3	2	1	0
3	4	3	2	1	0	0
4	3	2	1	0	0	0
5	2	1	0	0	0	0
6	1	0	0	0	0	0

3- A tach requires .25 energy points for the first shot, .5 energy points for the second shot, .75 energy points for the third shot, and 1 point for the fourth shot and every shot thereafter. A single tach may shoot as often as desired during the course of a turn as long as energy remains to fire it; the usual 8-impulse delay between turns does not apply. A single tach may fire no more than one shot per impulse. To cool down and recycle to begin a new sequence with a .25 energy shot

requires an 8-impulse delay between the last shot of the previous sequence and the first shot of the new sequence.

4- Additional energy may be expended to reduce the effective range. The amount of energy required to reduce the effective range by 1 is equal to the amount of energy being used to fire the tach. The effective range cannot be reduced to less than 0. Therefore, a tach firing for the fourth time (nominally requiring 1 energy to fire) at a target 8 hexes away using 4 points of energy will fire at that target as if it were only 5 hexes away (3 additional energy reduce effective range by -3). If this had been the first shot from this tach, then the same effect could have been produced for only 1 total energy point (+.75).

5- [Note that the Tach can be a fairly effective mid-range weapon. For example, a tachyon beam firing its first shot at true range 15 can use the range 0 column for only 4 energy. At that range, this translates into an average energy:damage ratio of 8:7, which compares not too unfavorably with the disruptor's 8:8 at that range. At range 30 with an adjustment to effective range 0, the ratio is 11:5, again just slightly less favorable than the disruptor's 10:5.]

6- Narrow salvoes may be used only if all tachs in the salvo receive the same modifiers.

7- A tachyon beam fired without an effective range modifier from additional energy will not blind a scout sensor channel.

8- Tachyon Beam capacitors do not need to be warmed up for one turn before charging as do phaser capacitors. The tach capacitor of a Centaurian ship may hold a maximum of 1 energy per tach mounted on the ship. At weapon status 1 the ship will have stored .25 energy per tach mounted on the ship. At weapon status 2 the ship will have stored .5 energy per tach mounted on the ship. At weapon status 3 the tach capacitor will be full. Additional energy may be allocated to the tachs beyond what the capacitor is able to hold; any unused energy will be stored in the capacitor as soon as there is room for it. Any unused energy in excess of the tach capacitor's capacity is lost at the end of the turn.

9- Tachyon beams are hit on PHASER hits on the DAC and require 5 CDR points to repair.

10- Shuttles are armed with one 360^ tachyon beam which can fire any number of shots per turn equal to 1 energy per turn (energy may be used for multiple shots or for modifications to shots). Fighters are armed with one tachyon beam, also 360^, which can fire any number of shots per turn equal to 2.5 energy per turn (energy may be used for multiple shots or for modifications to shots). Once crippled, a fighter is reduced to a single tach that operates in all ways like a shuttle's tach.

Example Ship

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Centaurian Heavy Cruiser
Size Class 3
Movement Cost = 1
Turn Mode = Not Applicable
BPV = 135
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Crew = 40
Boarding Parties = 10

Sensor = 6-5-3-1-0  Scanner = 0-0-1-3-5-9
Damage Control = 4-4-2-2-0 Excess Damage = 4
Explosion Strength = 19

FH=50 shield boxes, RH=50 shield boxes

30 AWR
6 Impulse
4 Battery
(36 total energy + 4 btty)

4 Jump Drone Racks (360^) --> Remember: 3 magazines per rack <--
2 Variable Plasma Mounts (1xLS,1xRS)
6 Tachyon Beams (3xLS,3xRS)

2 Tractor Beams  3 Transporters
4 Shuttles   4 Labs
1 Probe

2 Cargo
7 FHull
7 AHull

2 Bridge
2 Auxiliary
2 Emergency
```
96 Total Internals

The tournament version of this ship is identical except a maximum of 4 two-space jump drones may be used and no extended duration jump drones may be purchased.

An example fighter would be armed with a tachyon beam as noted above and two launch rails. Each launch rail may mount a one-space jump drone. Jump range 15, dogfight rating 0, one chaff pack, BPV=9.

An example MRS would have a 360^ tachyon beam with 2.5 energy per turn, and two fighter launch rails (not capable of a two-space jump drone).

Both the fighter and the MRS can launch only one jump drone each turn.