

Astur Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Aurilla Cruiser

SPECS

Class: Capital Ship
In Service: 1872
Point Value: 575
Ramming Value: 230
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

ARMOR REFIT

System	1872	1985	2010
Retro Thrust	3	4	4
Port/Stb Thrust	3	4	4
Aft Structure	3	3	4
Main Thrust	3	3	4

SENSOR REFIT

Sensor Rating	7	8	8
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FORWARD HITS

1-6: Retro Thrust
7-9: Tactical Laser
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Particle Weapon
9-10: Imperial/Assault Laser
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Tactical Laser
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Sensors
11-12: Engine
13-14: Jump Engine
15-16: Hangar
17-19: Reactor
20: C & C

HANGAR

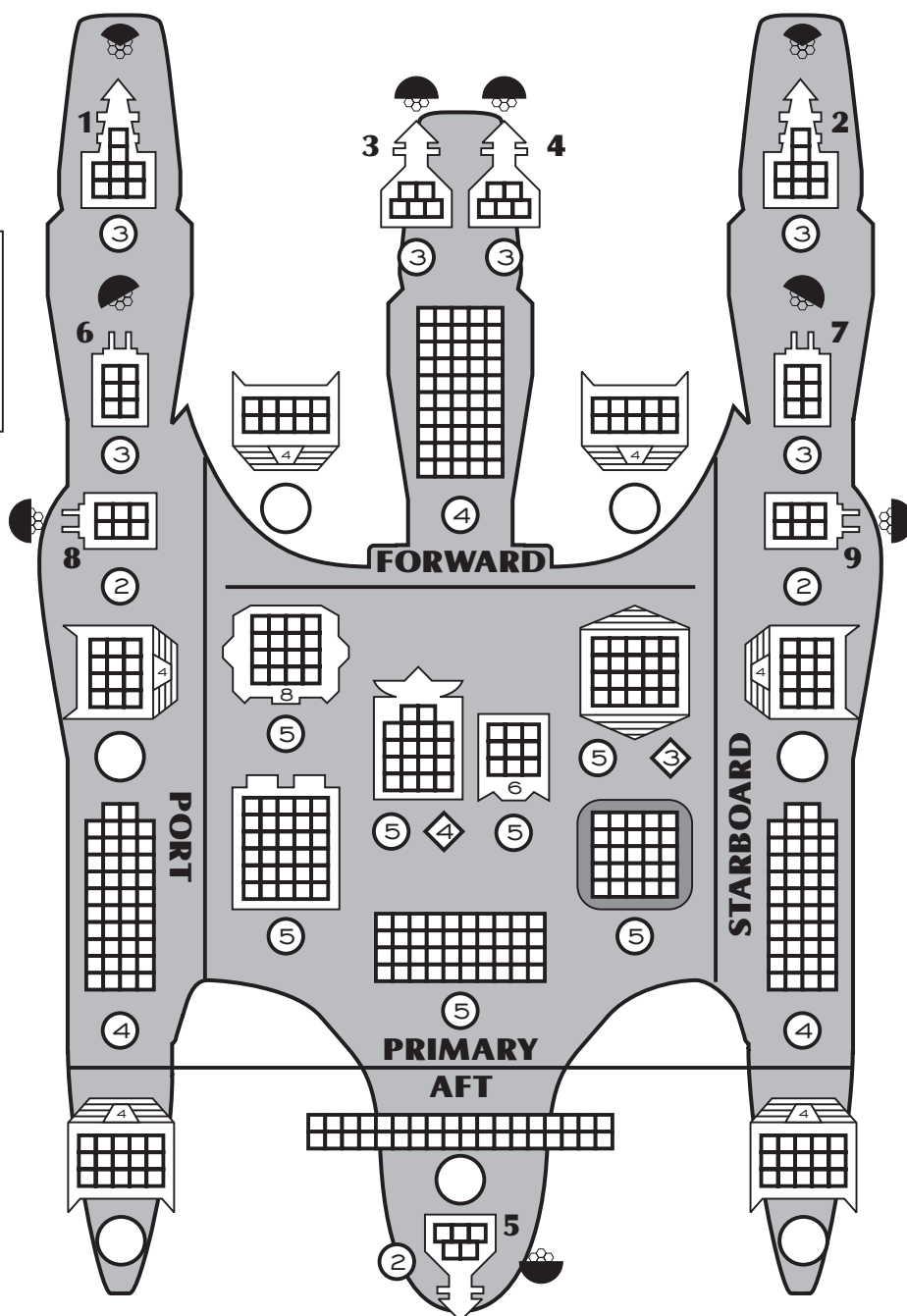
6 Fighters
3 Shuttles Thrust: 3
Armor: 0 Defense: 10/11

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Particle Projector
- Light Particle Beam

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



WEAPON DATA

Imperial Laser

Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Tactical Laser

Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Projector

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Particle Beam

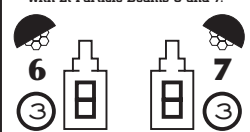
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

1985 Refit

Point Value: 595
1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7.



2010 Refit

(includes 1985 Refit)

Point Value: 625
1. Replace Imperial Lasers 1 and 2 with Assault Lasers 1 and 2.
2. Replace Particle Projector 8 with Lt Particle Beams 8 and 9.
3. Replace Particle Projector 9 with Lt Particle Beams 10 and 11.

