

# Centauri Privateer Pillum Command Ship

## SPECS

Class: Capital Ship  
In Service: 1972  
Point Value: 400  
Ramming Value: 170  
Jump Delay: 40 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

### 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

### Med. Plasma Cannon

Class: Plasma  
Modes: Standard  
Damage: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

## FORWARD HITS

1-5: Retro Thrust  
6-8: Tactical Laser  
9-10: Particle Projector  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7: Particle Projector  
8-9: Med Plasma Cannon  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Tactical Laser  
8-9: Engine  
10-11: Cargo A/B  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Sensors  
12-13: Jump Engine  
14-16: Hangar  
17-18: Reactor  
19-20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

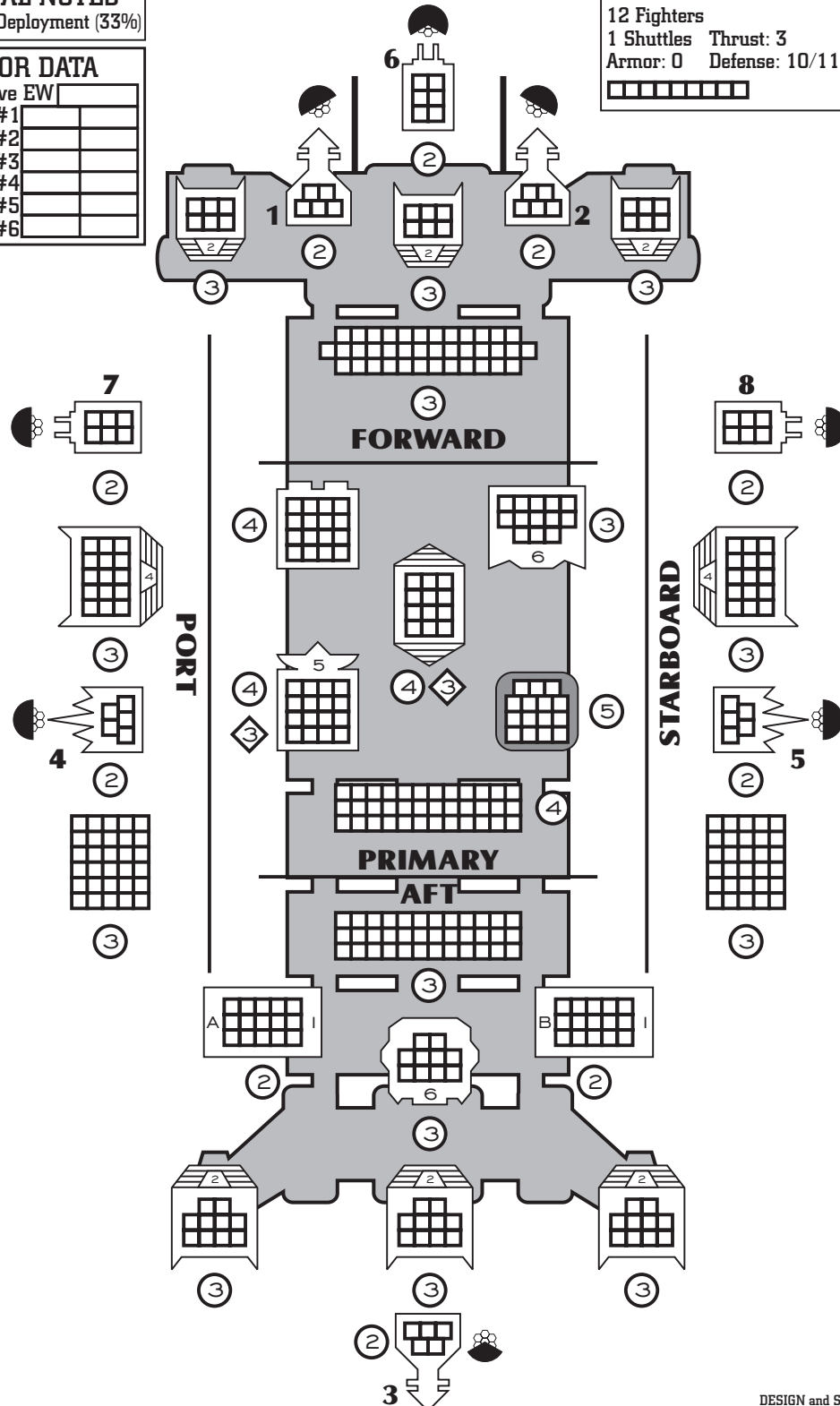
## HANGAR

12 Fighters

1 Shuttles Thrust: 3

Armor: 0 Defense: 10/11

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## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Cargo
- Hangar
- Tactical Laser
- Med. Plasma Cannon
- Particle Projector