

Centauri Privateer Cestus Attack Ship

SPECS

Class: Hvy Combat Vsl
In Service: 1870
Point Value: 280
Ramming Value: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
1 Shuttles Thrust: 3
Armor: 0 Defense: 10/11
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FORWARD HITS

1-5: Retro Thrust
6-7: Weapon #1
8-10: Weapon #2 and #3
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

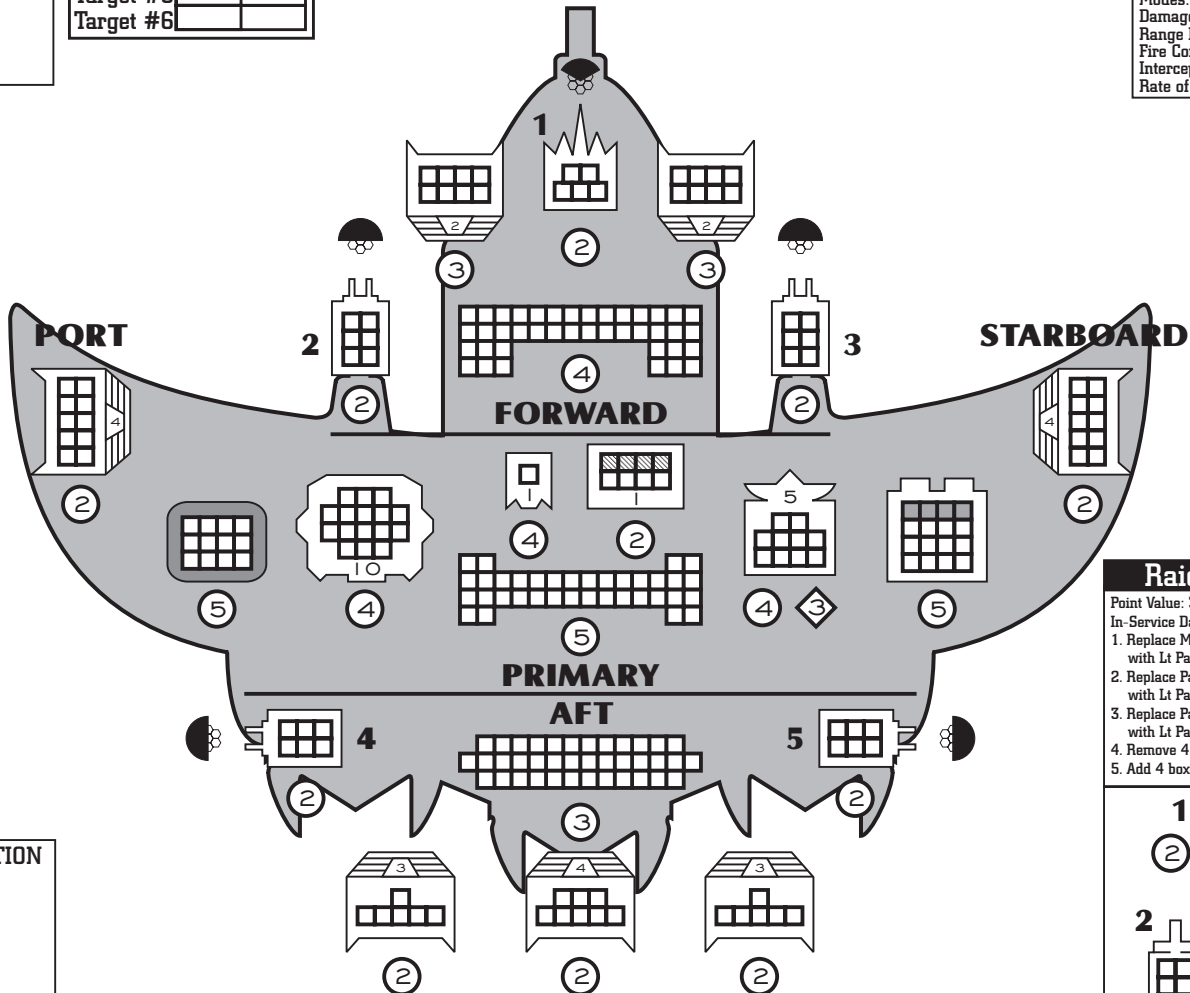
1-9: Primary Structure
10-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Cargo
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

See Raider Cestus Description for disposition of shaded boxes in reactor and cargo.

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Particle Projector
- Light Particle Beam
- Lt Particle Cannon

WEAPON DATA

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

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

Lt Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Raider Cestus

- Point Value: 300
In-Service Date: 2002
1. Replace Med Plasma Cannon 1 with Lt Particle Beam 1
 2. Replace Particle Projectors 2 and 3 with Lt Particle Cannon 2 and 3
 3. Replace Particle Projectors 4 and 5 with Lt Part Beams 4 and 5.
 4. Remove 4 boxes from Cargo (hatched)
 5. Add 4 boxes to Reactor (shaded)

