

Centauri Kasta Support Carrier

SPECS

Class: Capital Ship
In Service: 1973
Point Value: 575
Ramming Value: 220
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +4
Initiative Bonus: +0

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	1	2	2	3	4	4	5	6	6	7	8	8

ARMOR REFIT

System	1973	2007
Forward Structure	4	5
Center Main Thrust	2	3

SENSOR REFIT

Sensor Rating	7	8
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PRIMARY HANGAR

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



FORWARD HANGAR

12 Fighters
0 Shuttles

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

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

FORWARD HITS

1-5: Retro Thrust
6-7: Lt Particle Beam
8-10: Forward Hangar
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

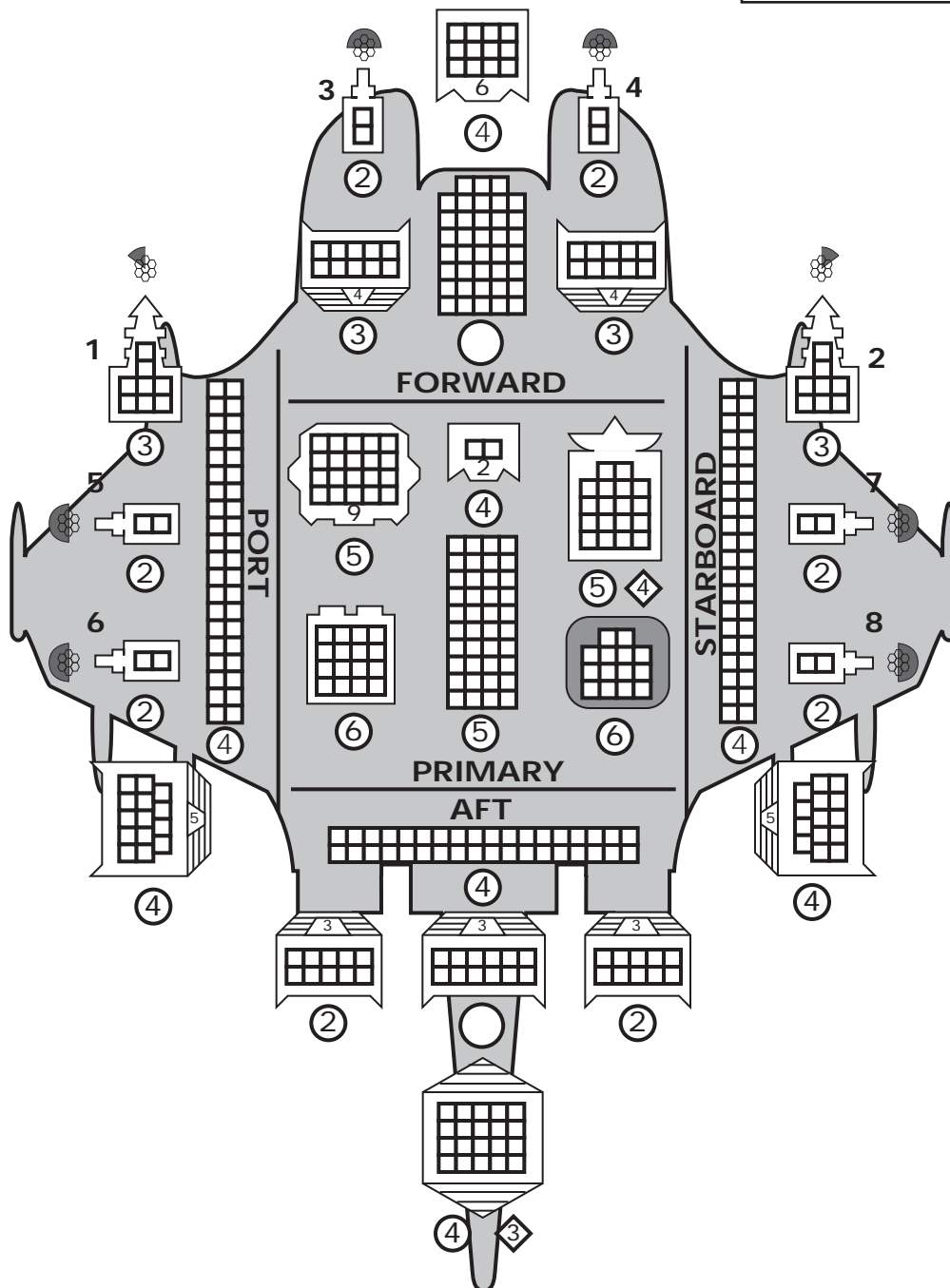
1-7: Main Thrust
8-12: Jump Drive
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Assault Laser
- Lt Particle Beam

2007 Refit

Point Value: 600
Variant: Uncommon

1. Replace Imperial Lasers 1 and 2 with Assault Lasers 1 and 2
2. Add Lt Particle Beam 9 to Port
3. Add Lt Particle Beam 10 to Stb.

