

Centauri Astur Assault Ship

SPECS

Class: Capital Ship
In Service: **1860**
Point Value: **430**
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: **4/1**
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

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: **4d10+8** (-1 per 2 hexes)
Range Penalty: **-2** per 3 hexes
Fire Control: **+3/+1/-5**
Interception 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

FORWARD HITS

1-5: Retro Thrust
6-7: Particle Weapon
8-10: Hvy Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Particle Weapon
7-8: Hvy Plasma Cannon
9-12: Port/Stb Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

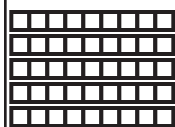
1-6: Main Thrust
7-9: Particle Weapon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: Cargo
9-10: Sensor
11-13: Engine
14-15: Jump Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

PRIMARY HANGAR

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



SIDE HANGARS

0 Fighters
12 Assault Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Hvy Plasma Cannon
- Particle Projector
- Lt Particle Beam

SENSOR DATA

Defensive EW

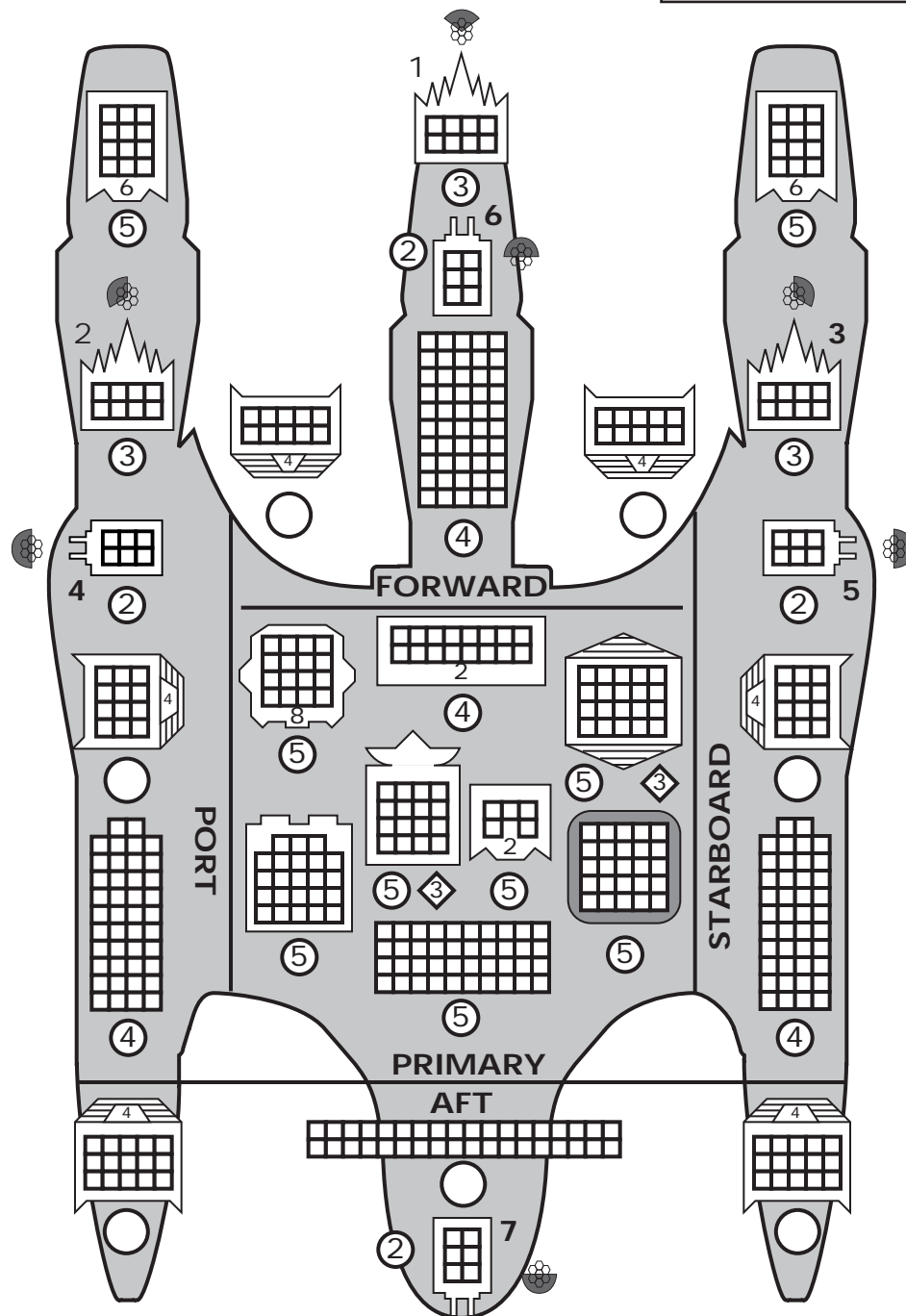
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

ARMOR REFIT

System	1860	1985	2005
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	5	5	6
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LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9

Thrust: 6 Offense: +1

Armor: 1 Initiative: +9

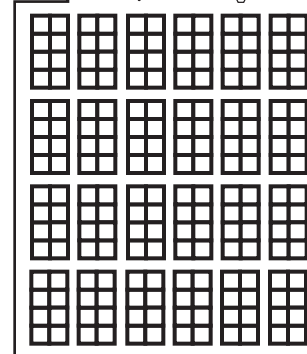
1 Plasma Blaster

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: **1d3+2** (-1 per hex)

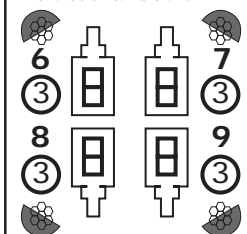
Firing Arc:



1985 Refit

Point Value: 440

- Replace Particle Projector 6 with Lt Particle Beams 6 and 7
- Replace Particle Projector 7 with Lt Particle Beams 8 and 9



2005 Refit (includes 1985 refit)

Point Value: 455

- Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5

