

Centauri Asturias Carrier

SPECS

Class: Capital Ship
In Service: 1985
Point Value: 500
Ramming Value: 230
Jump Delay: 20 Turns

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

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

WEAPON DATA

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
6-10: Particle Weapon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Particle Weapon
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: Sensors
11-13: Engine
14-15: Jump Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

HANGAR

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

SIDE HANGARS

12 Fighters Each
0 Shuttles Each

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ARMOR REFIT

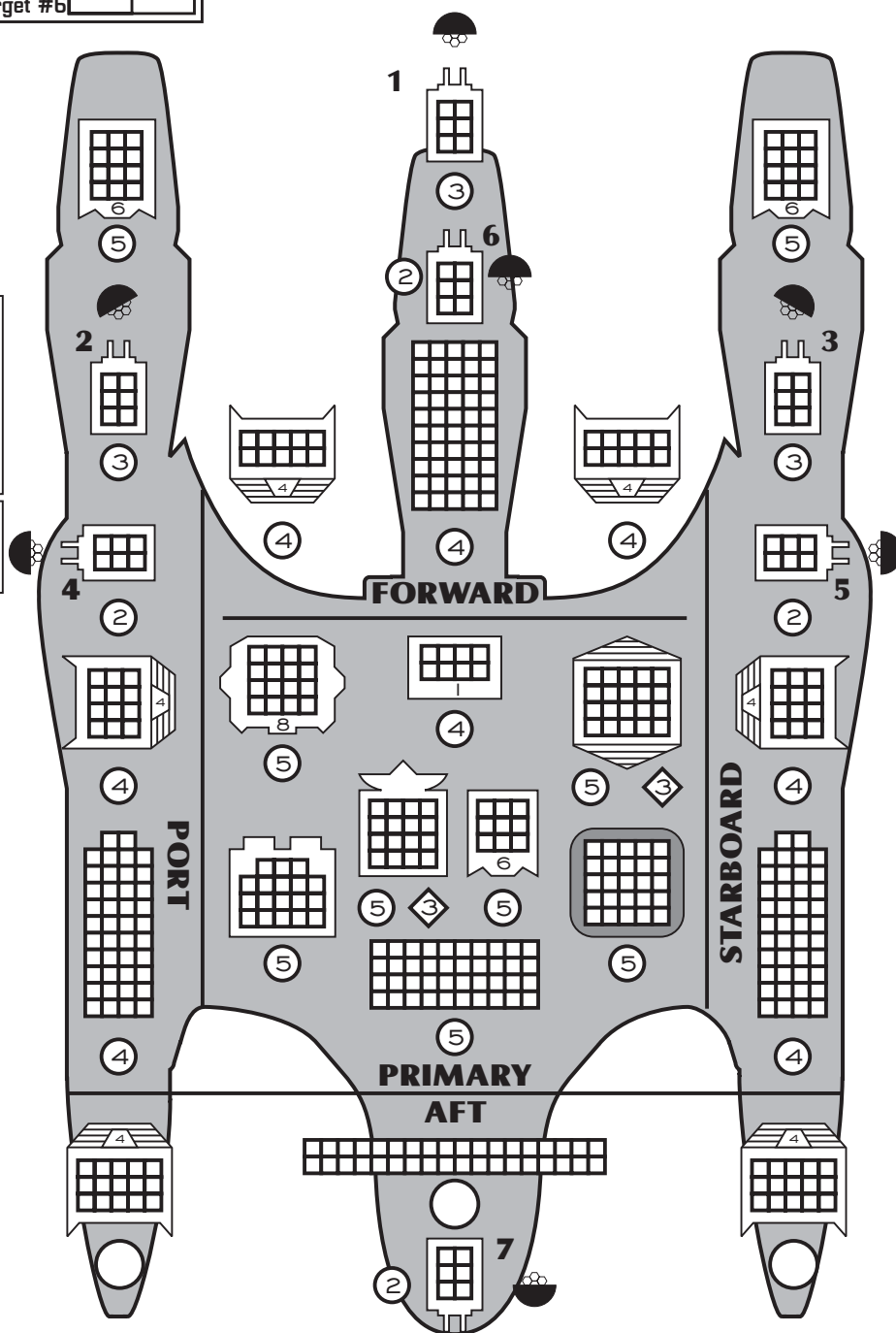
System 1985 2005 2012

Aft Structure 3 4 4

Main Thrust 3 4 4

SENSOR REFIT

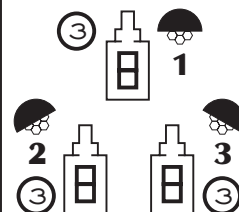
Sensor Rating 5 6 6



2005 Refit

Point Value: 510

1. Replace Particle Projectors 1, 2 and 3 with Lt Particle Beams 1, 2 and 3.

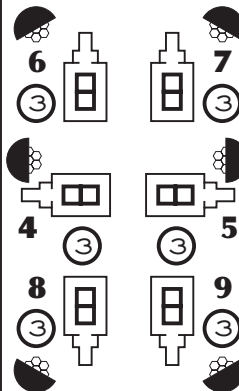


2012 Refit

(includes 2005 Refit)

Point Value: 530

1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7.
2. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5.
3. Replace Particle Projector 7 with Lt Particle Beams 8 and 9.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Particle Projector
- Light Particle Beam