Astur Assault Ship

FLEET ACTION

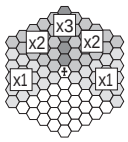
Ship Datacard

SHIP NAME:

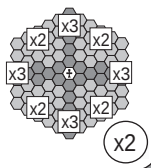
ID:

SQUADRON:

Hvy. Plasma Cannon
Class: Plasma
Range: 3/6/9/12
Fire Control: d10//d8/-
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1



Particle Projector
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2



x2

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 9
AVAIL: Common

RACE: Centauri Republic
CLASS: Astur Assault Ship
CATEGORY: Capital
YEAR IN SERVICE: 1860
Jump Drive: Yes
POINT VALUE: 350

NOTES:

Loadout 1 (1860+)(430 points):
4 Flights Lakrit Assault Shuttle

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Hvy. Plasma Cannon																														
Particle Projector																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Astur Assault Ship (1985 refit)

FLEET ACTION

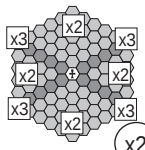
Ship Datacard

SHIP NAME:

ID:

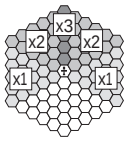
SQUADRON:

Light Particle Beam
Class: Particle
Range: 1/2/3/4
Fire Control: d10/d10/d10
Damage: d6
Max Shots/Turn: 3

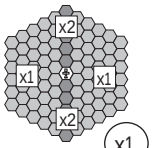


x2

Hvy. Plasma Cannon
Class: Plasma
Range: 3/6/9/12
Fire Control: d10//d8/-
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1



Particle Projector
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d6
Max Shots/Turn: 2



x1

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 9
AVAIL: Common

RACE: Centauri Republic
CLASS: Astur Assault Ship
CATEGORY: Capital
YEAR IN SERVICE: 1985
Jump Drive: Yes
POINT VALUE: 355

NOTES:

Loadout 1 (1985+)(435 points):
4 Flights Lakrit Assault Shuttle

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Hvy. Plasma Cannon																														
Particle Projector																														
Lt. Particle Beam																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														