




Centauri Navask Escort Destroyer

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 13					
In Service: 1966		Turn Delay: 2/3 Speed						Stb/Port Defense: 13					
Point Value: 380		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 3/1					
Ramming Value: 160		Pivot Cost: 3+3 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +6					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	

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	
Sentinel Point Defense Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Not Available	

FORWARD HITS

- 1-4: Retro Thrust
5-7: Sentinel Point Defense
8: Lt Particle Beam
9-12: Particle Weapon
13-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
8-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

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

ARMOR REFT

System	1966	2002
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Retro Thrust

Main Thrust

SENSOR REFIT

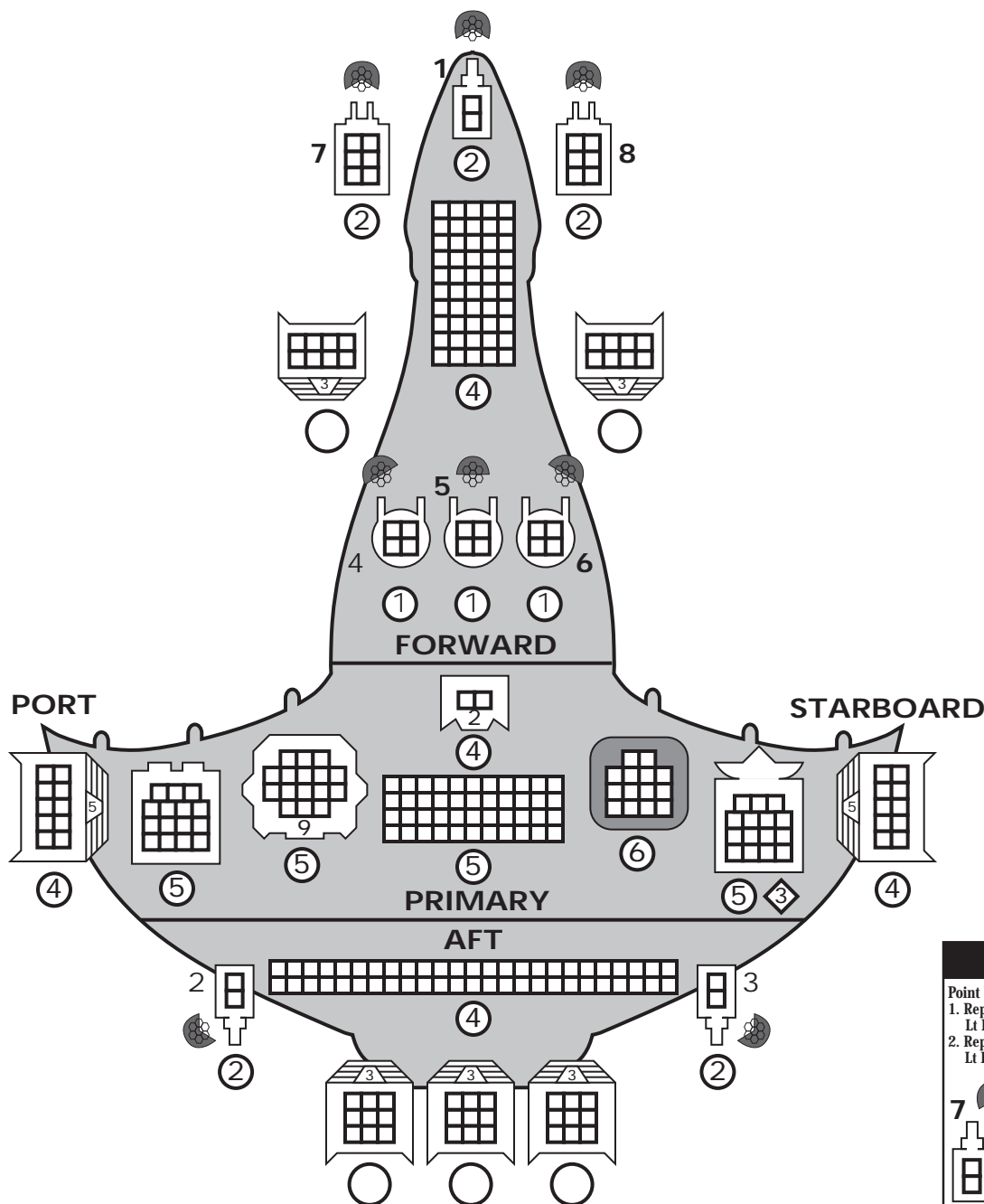
Sensor Rating	6	7
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HANGAR










0 Fighters

2 Shuttles: Thrust: 3

Armor: 0 Defense: 10/11



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Particle Projector
-  Light Particle Beam
-  Sentinel Point Defense

2002 Refit

Point Value: 400

1. Replace Particle Projector 7 with Lt Particle Beams 7 and 8
2. Replace Particle Projector 8 with Lt Particle Beams 9 and 10

