



Centauri Privateer Dux Jump Cruiser

SPECS

Class: Capital Ship
In Service: 1910
Point Value: 480
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: +0
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

FORWARD HITS

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

SIDE HITS

1-5: Port/Stb Thrust
6-8: Tac Laser/Lt Part Cannon
9-10: Particle Weapon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Structure
10-12: Sensors
13-15: Engine
16-17: Cargo
18-19: Reactor
20: C & C

SPECIAL NOTES

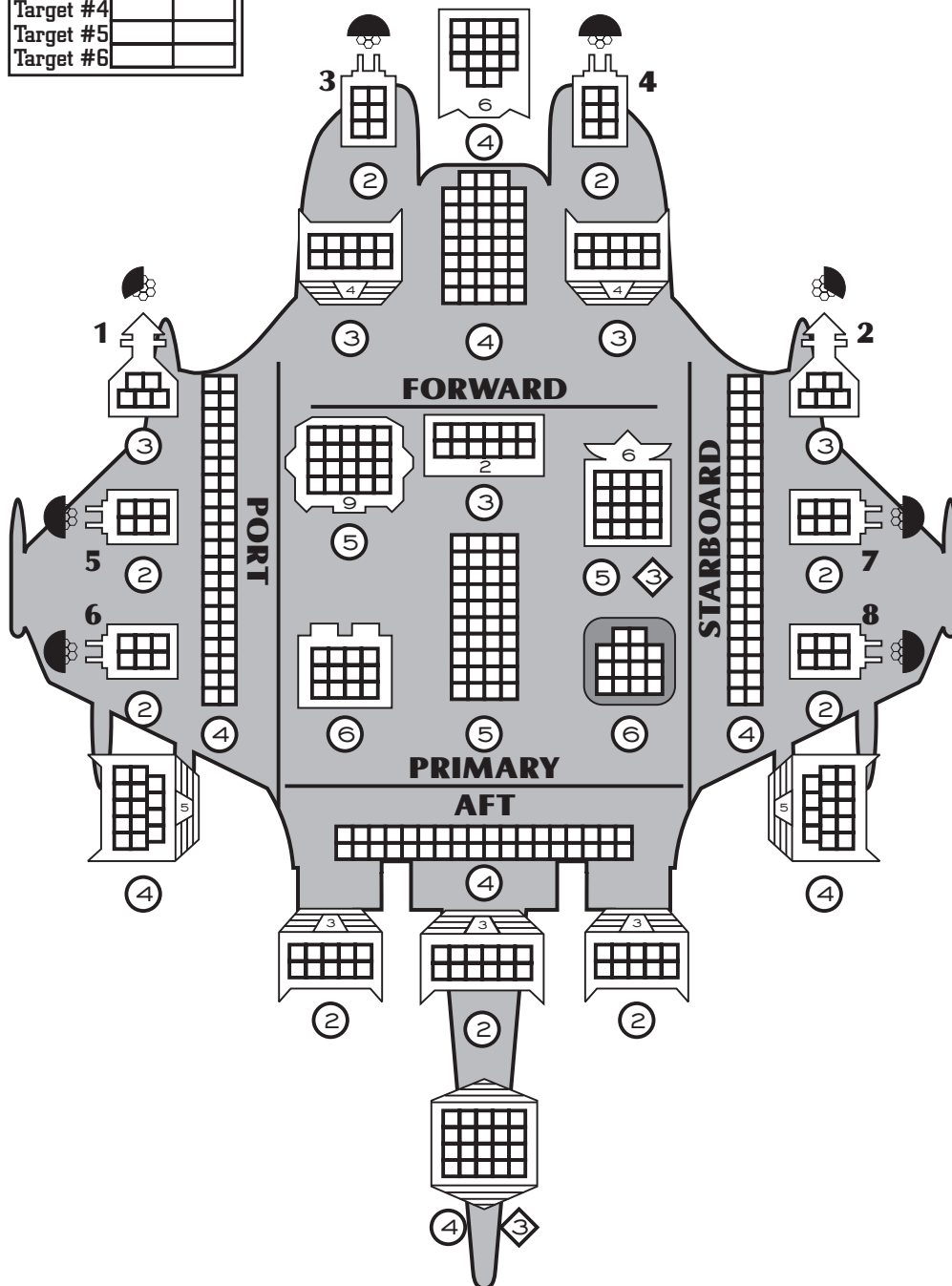
Restricted Deployment (10%)

SENSOR DATA

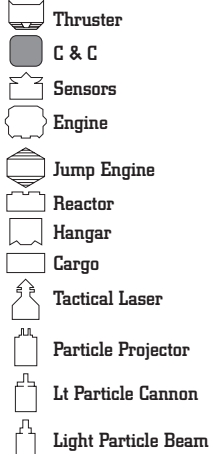
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD HANGAR

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



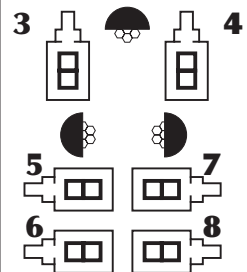
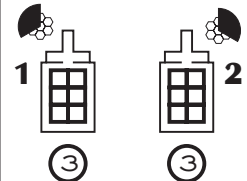
ICON RECOGNITION



Raider Dux

Point Value: 460
In-Service Date: 2002

1. Replace Tactical Lasers 1 and 2 with Lt Particle Cannons 1 and 2.
2. Replace Particle Projectors 3, 4, 5, 6, 7 and 8 with Lt Part Beams 3, 4, 5, 6, 7 and 8.



ALL LIGHT
PARTICLE BEAMS ②