

Centauri Privateer Lvlh Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 1935
Point Value: 370
Ramming Value: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: $\frac{2}{3}$ Speed
Turn Delay: $\frac{2}{3}$ Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Deficit: +0
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

HANGAR

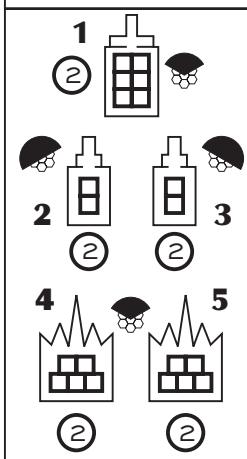
0 Fighters	
2 Shuttles	Thrust: 3
Armor: 0	Defense: 10/11



Raider Liuli

Point Value: 400
In-Service Date: 1965

1. Replace Particle Projector 1 with Lt Particle Cannon 1.
2. Replace Particle Projectors 2 and 3 with Lt Particle Beams 2 and 3.
3. Replace Lt Plasma Cannons 4 and 5 with Med Plasma Cannon 4.
4. Replace Lt Plasma Cannons 6 and 7 with Med Plasma Cannon 5.



SIDE HITS

1-5: Port/Stb Thrust
6-9: Plasma Weapon
10: Fwd Particle Weapon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Fwd/Aft Thrust
11-13: Fwd Particle Weapon
14-15: Sensors
16-17: Engine
18: Hangar
19: Reactor
20: C & C

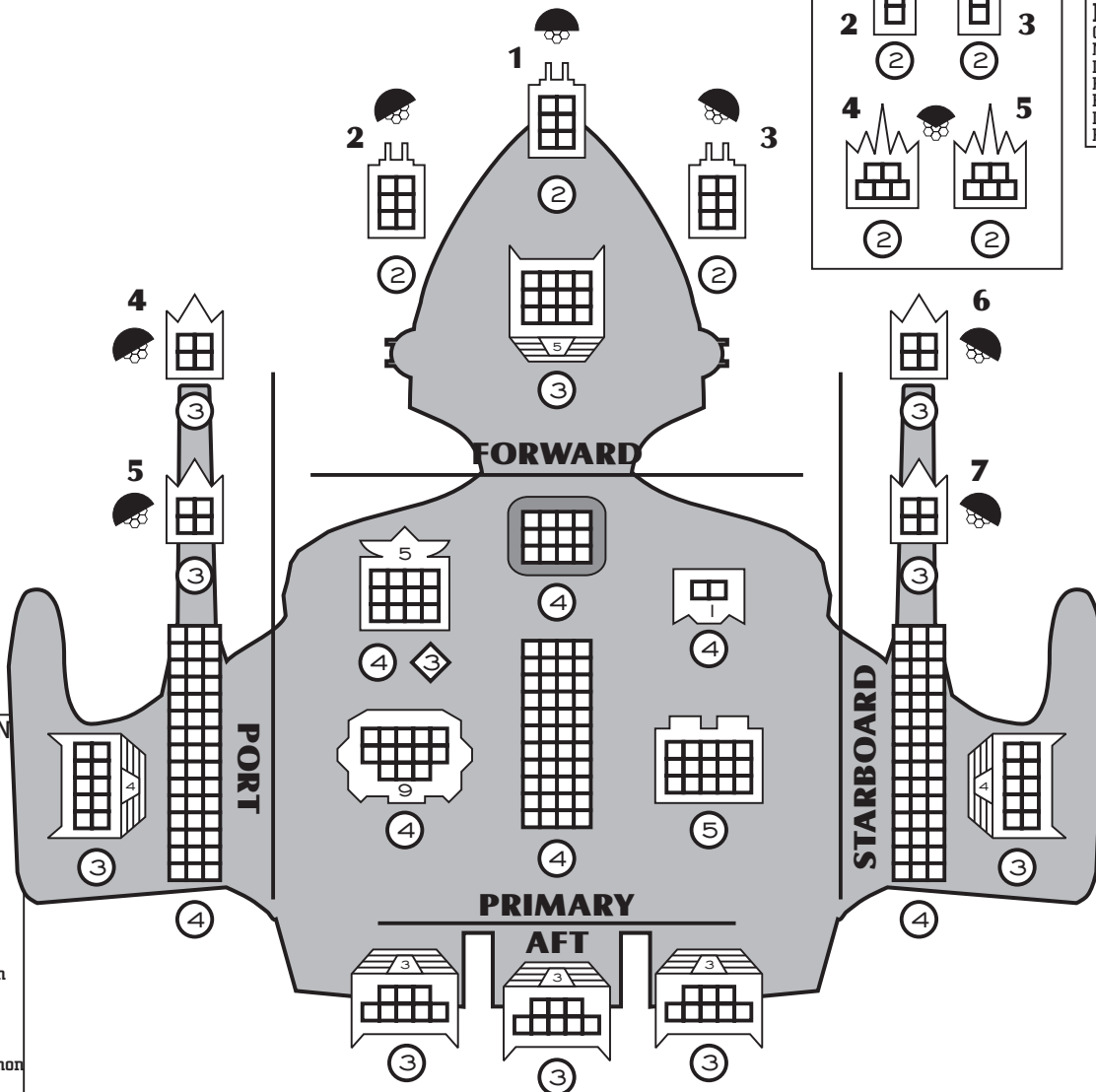
SPECIAL NOTES

**Special Hull Arrangement
(No Fwd/Aft Hits)**

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

