

Centauri Garut Survey Ship

SPECS

Class: **Enormous Unit**
 In Service: **1966**
 Point Value: **750**
 Ramming Value: **690**
 Jump Delay: **20 Turns**

MANEUVERING

Turn Cost: **2 x Speed**
 Turn Delay: **2 x Speed**
 Accel/Decel Cost: **8 Thrust**
 Pivot Cost: **6+6 Thrust**
 Roll Cost: **6+6 Thrust**

COMBAT STATS

Fwd/Aft Defense: **19**
 Stb/Port Defense: **20**
 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	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Imperial Laser

Class: Laser
 Modes: Raking
 Damage: 4d10+8
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Tactical Laser

Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Assault Laser

Class: Laser
 Modes: Raking
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 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

1-5: Retro Thrust
 6-7: Tactical/Assault Laser
 8-9: Sentinel Point Defense
 10-11: Forward Hangar
 12-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
 6-7: Lt Particle Beam
 8-10: Cargo
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
 6-8: Jump Drive
 9: Sentinel Point Defense
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9: Structure/Lt Particle
 10: Imperial/Assault Laser
 11-13: Sensors
 14-15: Engine
 16-17: Primary Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
 ELINT Vessel

SENSOR DATA

Defensive EW

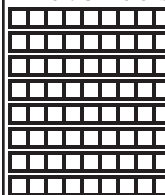
Target #1
 Target #2
 Target #3
 Target #4
 Target #5
 Target #6

HANGAR

0 Fighters

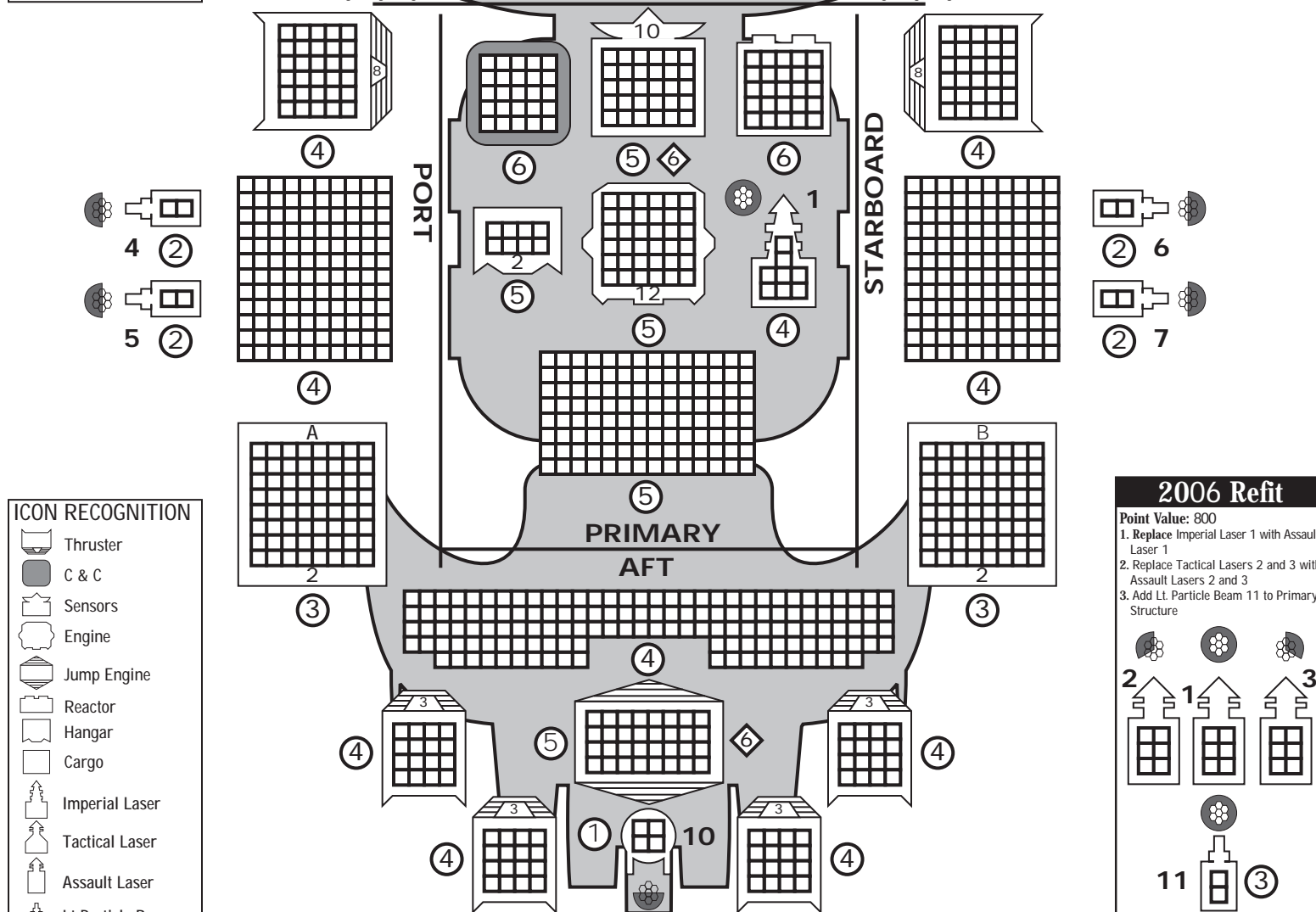
8 Shuttles: Thrust: 3

Armor: 0 Defense: 10/11



FORWARD HANGAR

18 Fighters



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Imperial Laser
- Tactical Laser
- Assault Laser
- Lt Particle Beam
- Sentinel Point Defense

2006 Refit

Point Value: 800

1. Replace Imperial Laser 1 with Assault Laser 1
2. Replace Tactical Lasers 2 and 3 with Assault Lasers 2 and 3
3. Add Lt Particle Beam 11 to Primary Structure

