

# Centauri Falenna Garrison Ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 1857  
Point Value: 410  
Ramming Value: 160  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

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

## ARMOR REFIT

System	1857	1975
Port/Stb Thrust	3	4
Aft Structure	3	4
Lt/Rt Main Thrust	2	3

## HANGAR

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

## WEAPON DATA

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## 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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Med Plasma Cannon  
8-9: Forward Hangar  
10-12: Particle Weapon  
13-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-10: Particle Projector  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-11: Primary Structure  
12-13: Port/Stb Thrust  
14-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

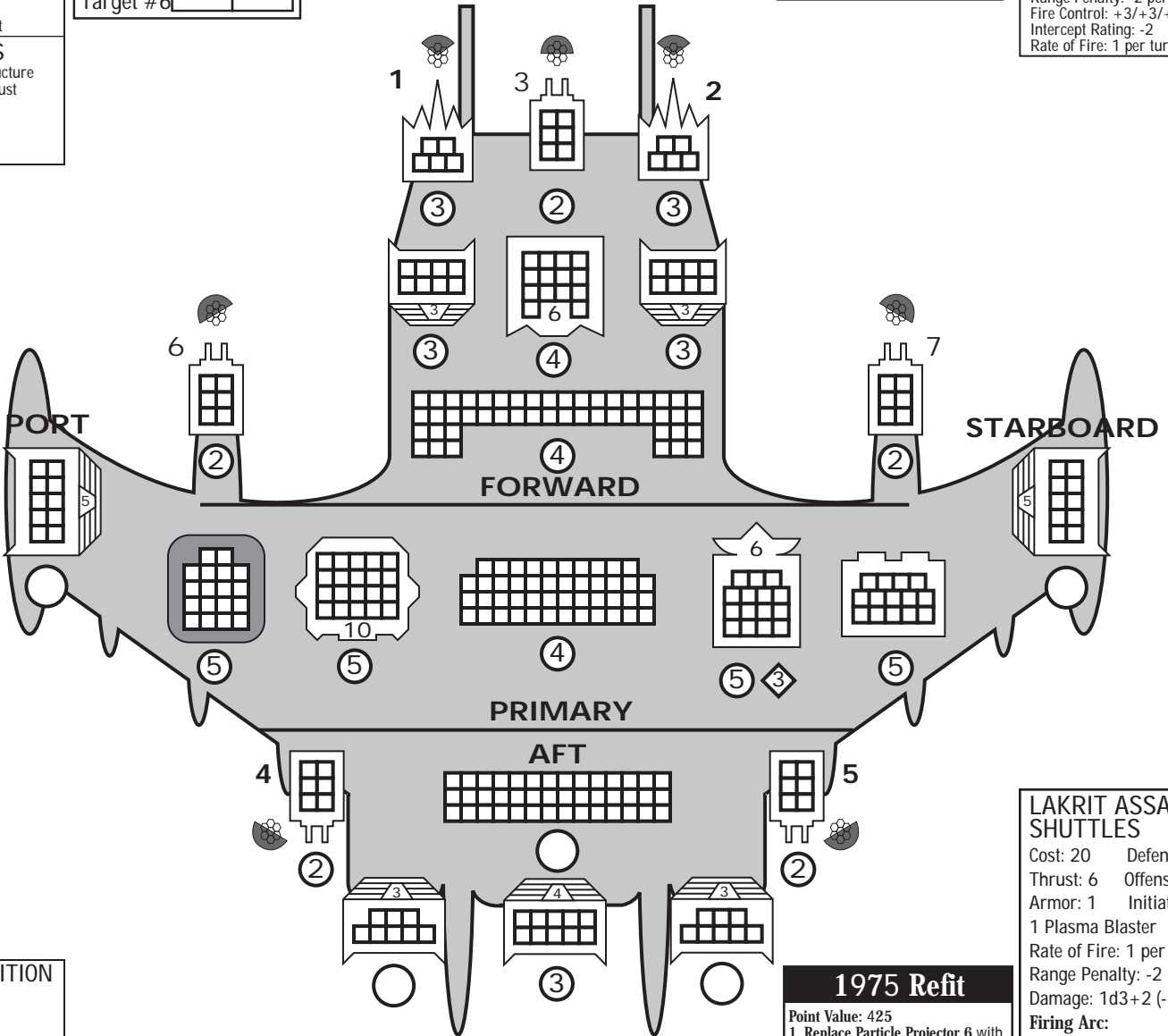
Target #2

Target #3

Target #4

Target #5

Target #6



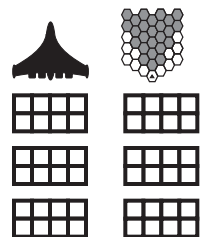
## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Particle Projector
- Lt Particle Beam

## LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9  
Thrust: 6 Offense: +1  
Armor: 1 Initiative: +9  
1 Plasma Blaster  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d3+2 (-1 per hex)

## Firing Arc:



## 1975 Refit

Point Value: 425

1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7
2. Replace Particle Projector 7 with Lt Particle Beams 8 and 9

