

# Centauri Falenna II Garrison Ship (Upgraded)

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Comat Vsl		Turn Cost: 1 x Speed						Fwd/Aft Defense: 14					
In Service: 2202		Turn Delay: 2/3 Speed						Stb/Port Defense: 15					
Point Value: 450		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 160		Pivot Cost: 3+3 Thrust						Extra Power: -4					
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	3	4	5	6	7	8	9	10	11	12	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	

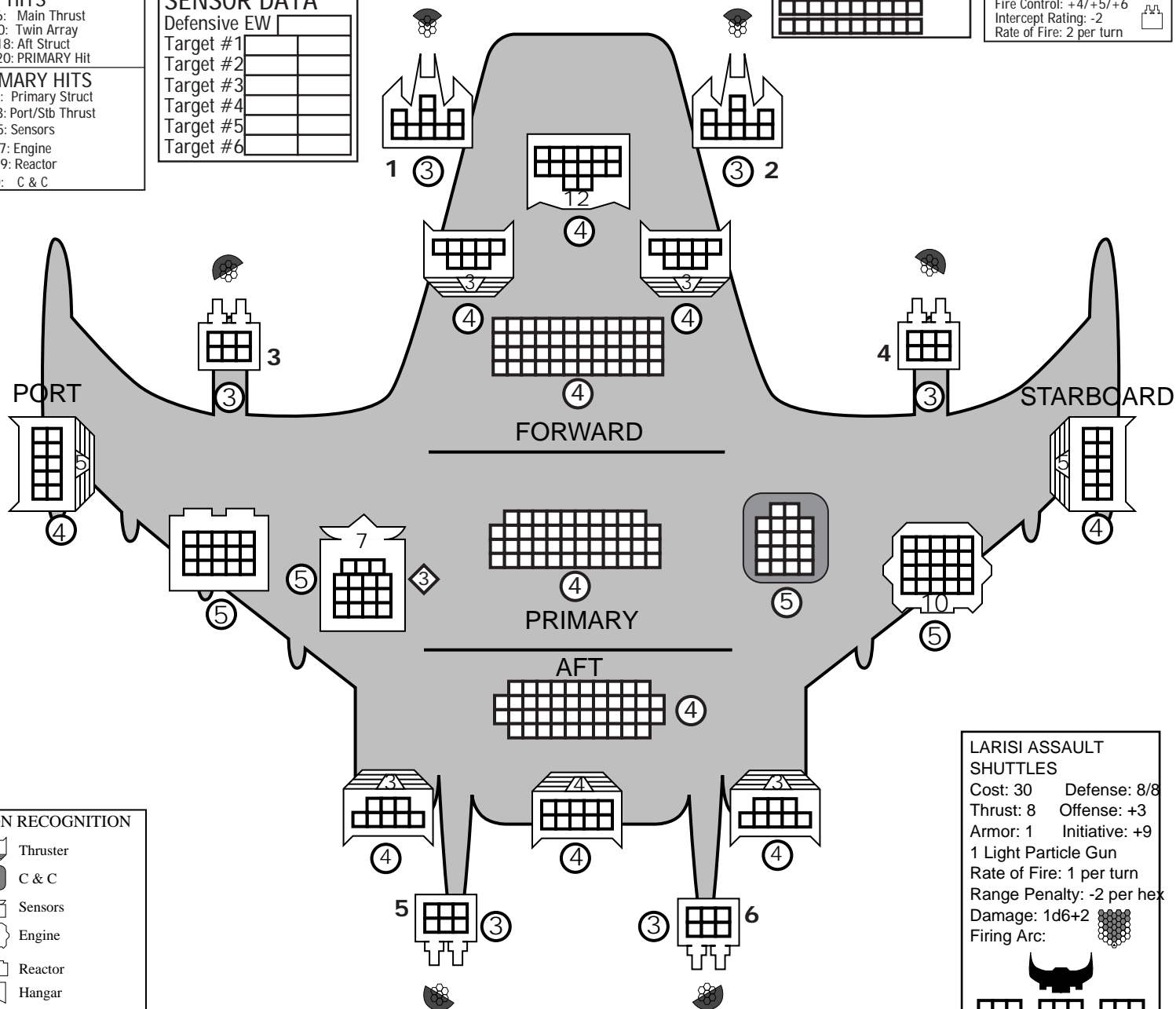
WEAPON DATA
<b>Plasma Stream</b>
Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
<i>Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.</i>
<b>Twin Array</b>
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn









FORWARD HITS
1-5: Retro Thrust
6-7: Plasma Stream
8-9: Forward Hangar
10-12: Twin Array
13-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-10: Twin Array
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-11: Primary Struct
12-13: Port/Stb Thrust
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

**SPECIAL NOTES**  
Restricted Deployment (10%)  
Unreliable Ship:  
Vulnerable to Criticals

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

HANGAR
6 Fighters
6 Assault Shuttles
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Plasma Stream

LARISI ASSAULT SHUTTLES
Cost: 30 Defense: 8/8
Thrust: 8 Offense: +3
Armor: 1 Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc: