

Centauri Sudnin Garrison Ship

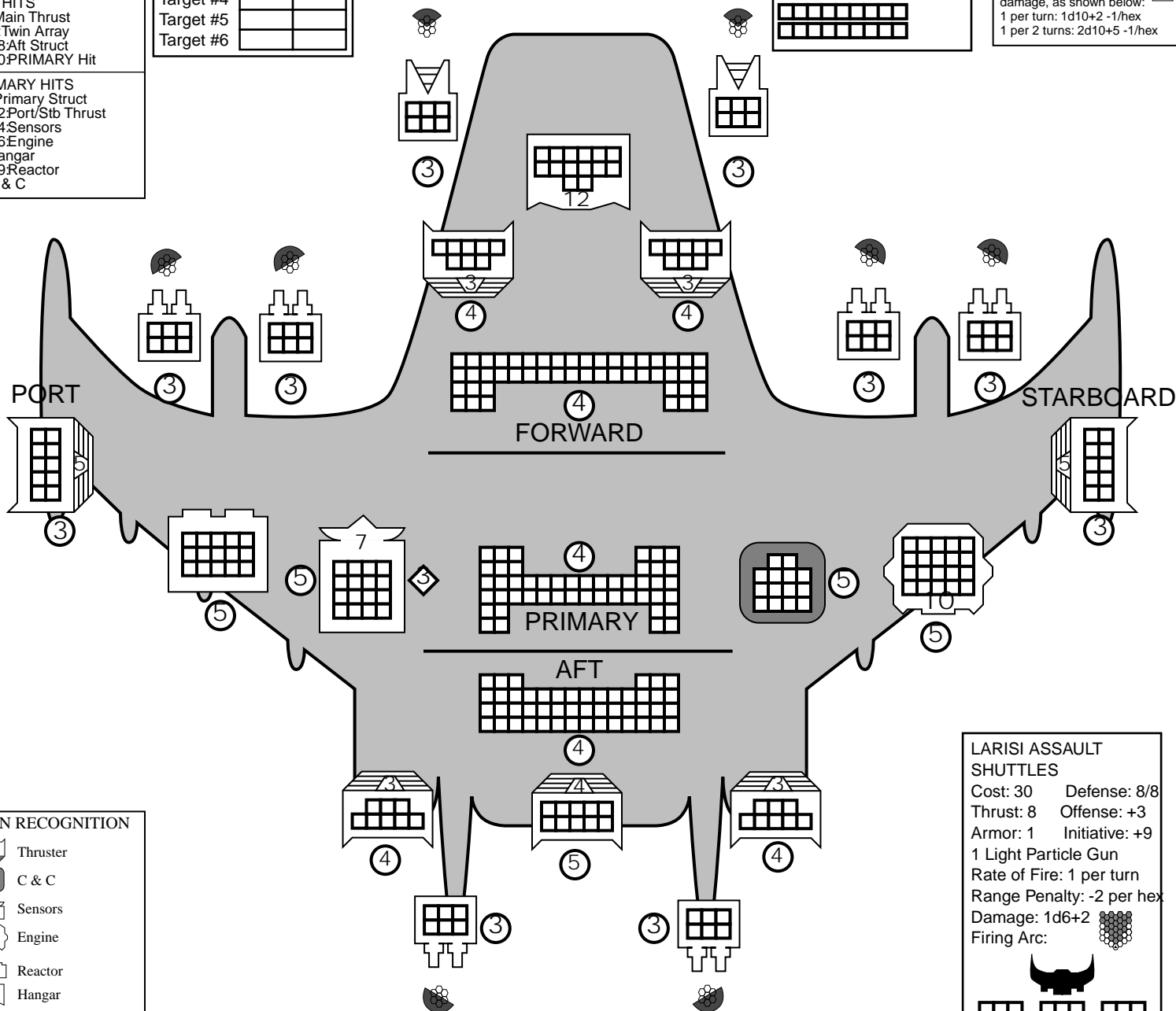
| SPECS | MANEUVERING | COMBAT STATS |
|-----------------------|----------------------------|------------------------|
| Class: Hvy Combat Vsl | Turn Cost: 1 Speed | Fwd/Aft Defense: 14 |
| In Service: 2169 | Turn Delay: 2/3 Speed | Stb/Port Defense: 15 |
| Point Value: | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: | Pivot Cost: 3+3 Thrust | Extra Power: -3 |
| 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 |
|--|
| Twin Array |
| 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 |
| Lt Plasma Accelerator |
| Class: Plasma |
| Modes: Standard |
| Damage: 3d10+8 (-1 per hex) |
| Range Penalty: -1 per hex |
| Fire Control: +2/+1/-4 |
| Intercept Rating: n/a |
| Rate of Fire: 1 per 3 turns |
| Special: Can fire at an accelerated ROF for less damage, as shown below: |
| 1 per turn: 1d10+2 -1/hex |
| 1 per 2 turns: 2d10+5 -1/hex |

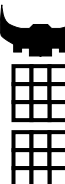
| FORWARD HITS |
|----------------------------|
| 1-5: Retro Thrust |
| 6-7: Lt Plasma Accelerator |
| 8-9: Hangar |
| 10-11: Twin Array |
| 12-18: Forward Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-6: Main Thrust |
| 7-10: Twin Array |
| 11-18: Aft Struct |
| 19-20: PRIMARY Hit |
| PRIMARY HITS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

| 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: 3 |
| Armor: 0 Defense: 10/11 |



| ICON RECOGNITION | |
|---|-----------------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Reactor |
|  | Hangar |
|  | Twin Array |
|  | Lt Plasma Accelerator |

| | |
|---|----------------|
| 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: | |
|  | |