

# Centauri Talvan Attack Cruiser

## SPECS

Class: Capital Ship  
In Service: 1860  
Point Value: 600  
Ramming Value: 250  
Jump Delay: 20 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +1

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

**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

## Heavy Plasma Cannon

Class: Plasma  
Modes: Standard  
Damage: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
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

## 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

## FORWARD HITS

1-3: Retro Thrust  
4-5: Imperial/Assault Laser  
6-9: Particle Weapon  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-6: Hvy Plasma Cannon  
7-9: Tactical/Assault Laser  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-12: Jump Drive  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## ARMOR REFIT

System 1860 1990 2006

Forward Structure 4 5 5

## SENSOR REFIT

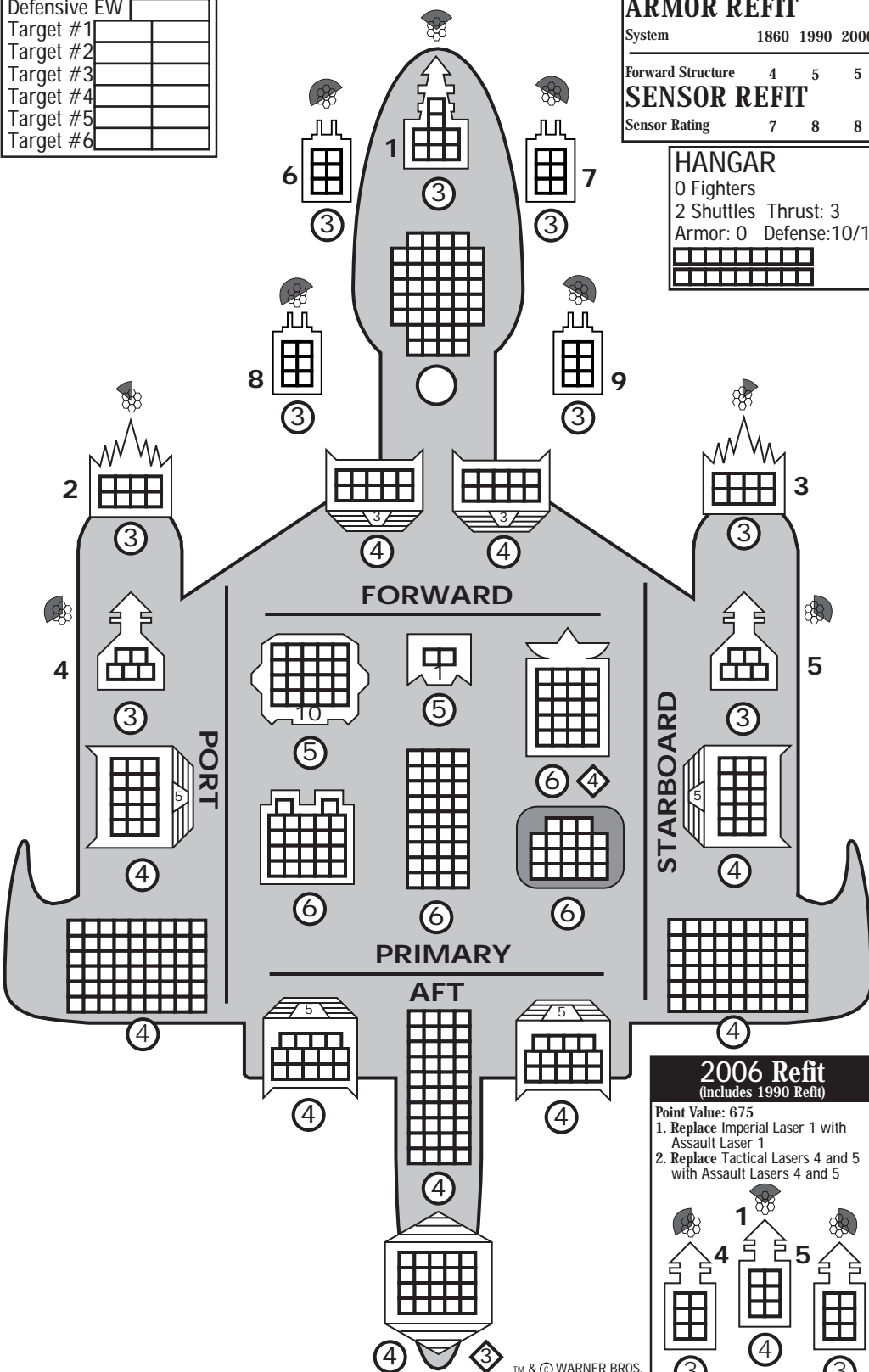
Sensor Rating 7 8 8

## HANGAR

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

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Hvy Plasma Cannon
- Particle Projector
- Lt Particle Beam



## 1990 Refit

Point Value: 625

1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7
2. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
3. Replace Particle Projector 9 with Lt Particle Beams 10 and 11

## 2006 Refit

(includes 1990 Refit)

Point Value: 675

1. Replace Imperial Laser 1 with Assault Laser 1
2. Replace Tactical Lasers 4 and 5 with Assault Lasers 4 and 5