

# Centauri Tacit Police Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 1820  
Point Value: 300  
Ramming Value: 130  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Deficit: -2  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

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



## ARMOR REFIT

System	1820	1990
Tactical Laser	2	3
Port/Stb Thrust	2	3
Aft Structure	3	4
Main Thrust	2	3

## WEAPON DATA

### 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

### 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: Tactical Laser  
8-10: Particle Weapon  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Particle Weapon  
10-18: Aft Struct  
19-20: PRIMARY Hit

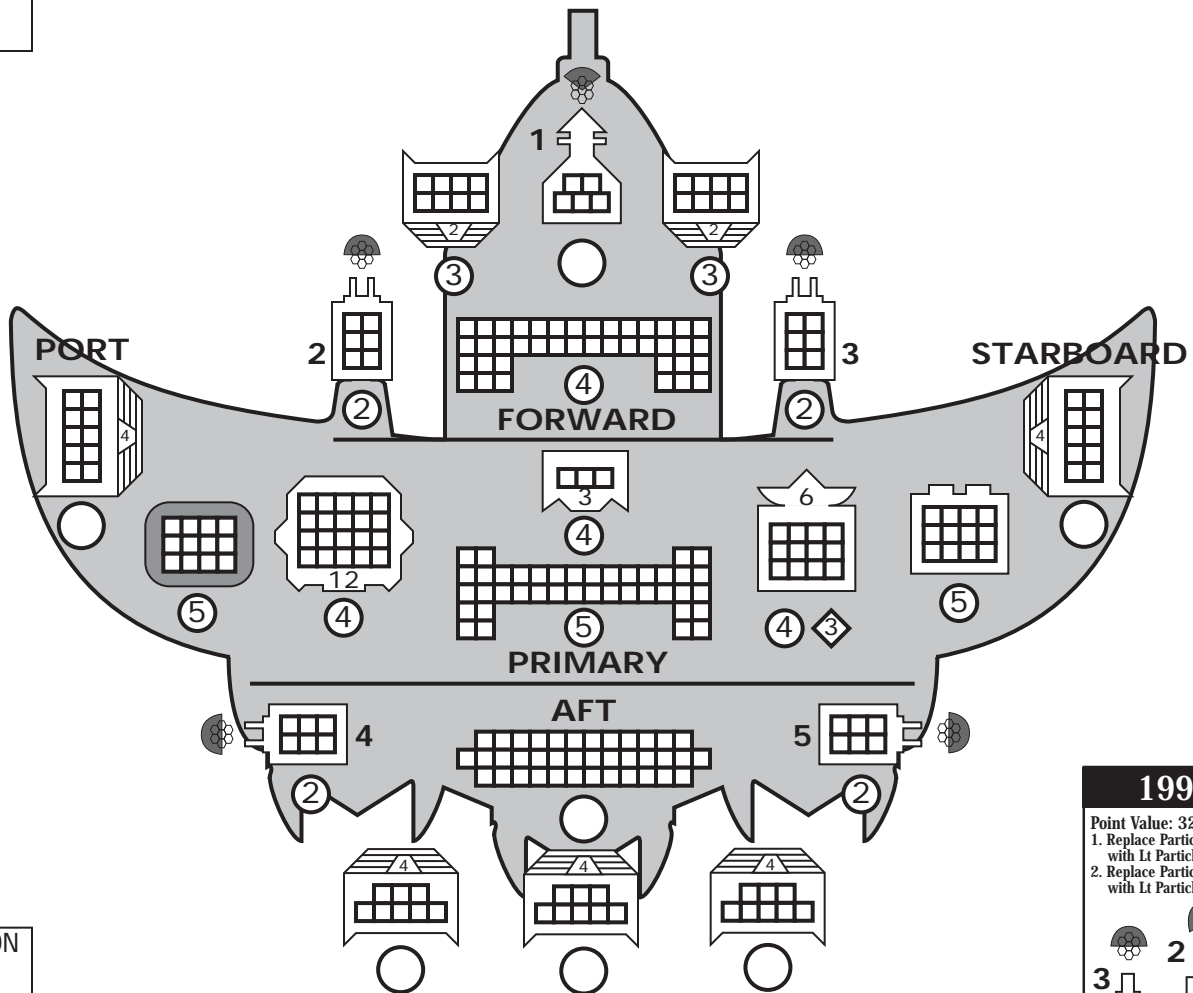
## PRIMARY HITS

1-10: Primary Structure  
11-12: 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		



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tactical Laser
- Particle Projector
- Lt Particle Beam

## 1990 Refit

Point Value: 325

- Replace Particle Projectors 2 and 3 with Lt Particle Beams 2, 3 and 4
- Replace Particle Projectors 4 and 5 with Lt Particle Beams 5, 6 and 7

