



Alacan Ithacas System Defense Ship

SPECS

Class: Lt Combat Vsl
In Service: 2200
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Sth/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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

WEAPON DATA

Class-G Missile Rack
Class: Ballistic
Missiles: 8
Mode: Standard
Damage: 12
Range: 15 (max 45)
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Light missiles only

Light Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 2d10+1
Range Penalty: -1 per hex
Fire Control: -1/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light 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

HIT LOCATIONS

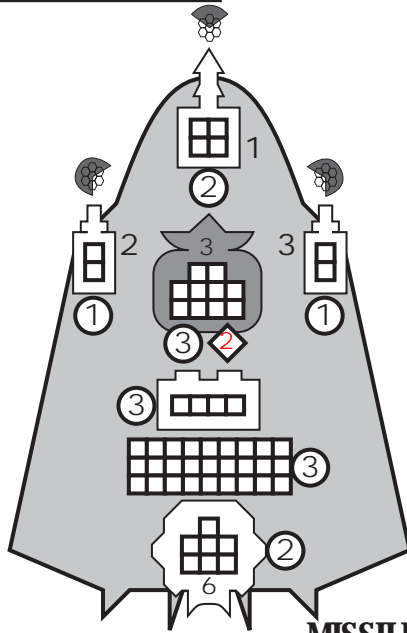
1-10: Structure
11-12: Main Weapon
13-14: Light Particle Beam
15-16: Drive
17-18: Reactor
19-20: Control

SPECIAL NOTES

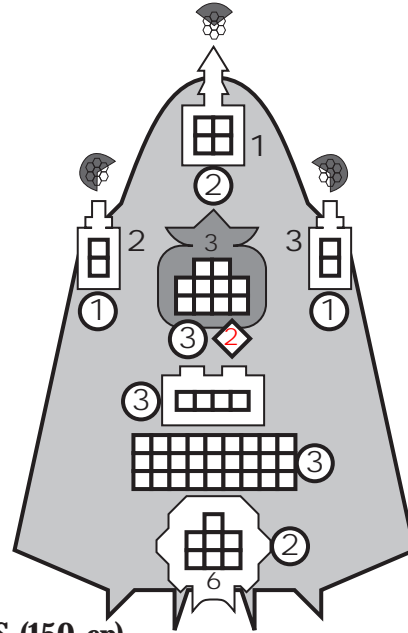
Atmospheric Capable
Non-Agile

SENSOR DATA 3

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

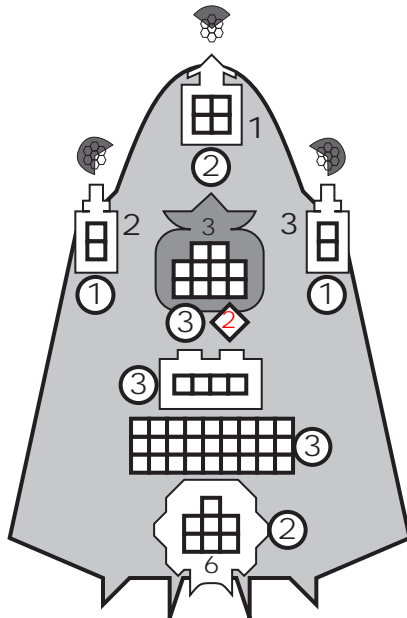


MISSILE VARIANTS (150 cp)

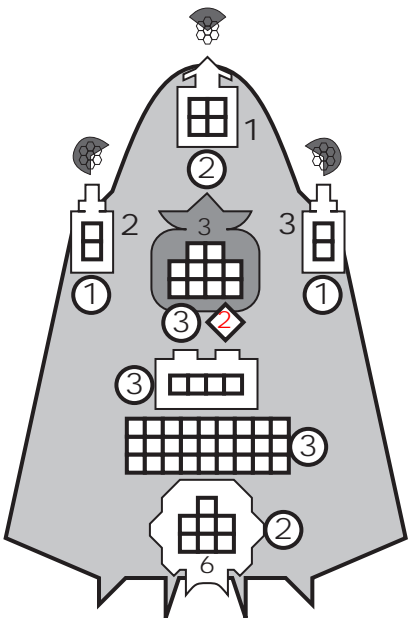


SENSOR DATA 3

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat



LASER VARIANTS (125 cp)



SENSOR DATA 3

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

SENSOR DATA 3

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

ICON RECOGNITION

