

# Alacan Standard Transport

## SPECS

Class: Medium Ship  
In Service: 2234  
Point Value: 115  
Ramming Value: 50  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: n/a  
Roll Cost: n/a

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: -4

## WEAPON DATA

**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

| 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  
2 Cargo Shuttles  
No Weapons Thrust: 2  
Armor: 1 Defense: 10/10



## FORWARD HITS

1-3: Retro Thrust  
4: Lt Particle Beam  
5-6: Cargo A  
7-8: Cargo B  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5: Lt Particle Beam  
6-7: Cargo C  
8-9: Cargo D  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-11: Sensors  
12-13: Hangar  
14-16: Engine  
17-18: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

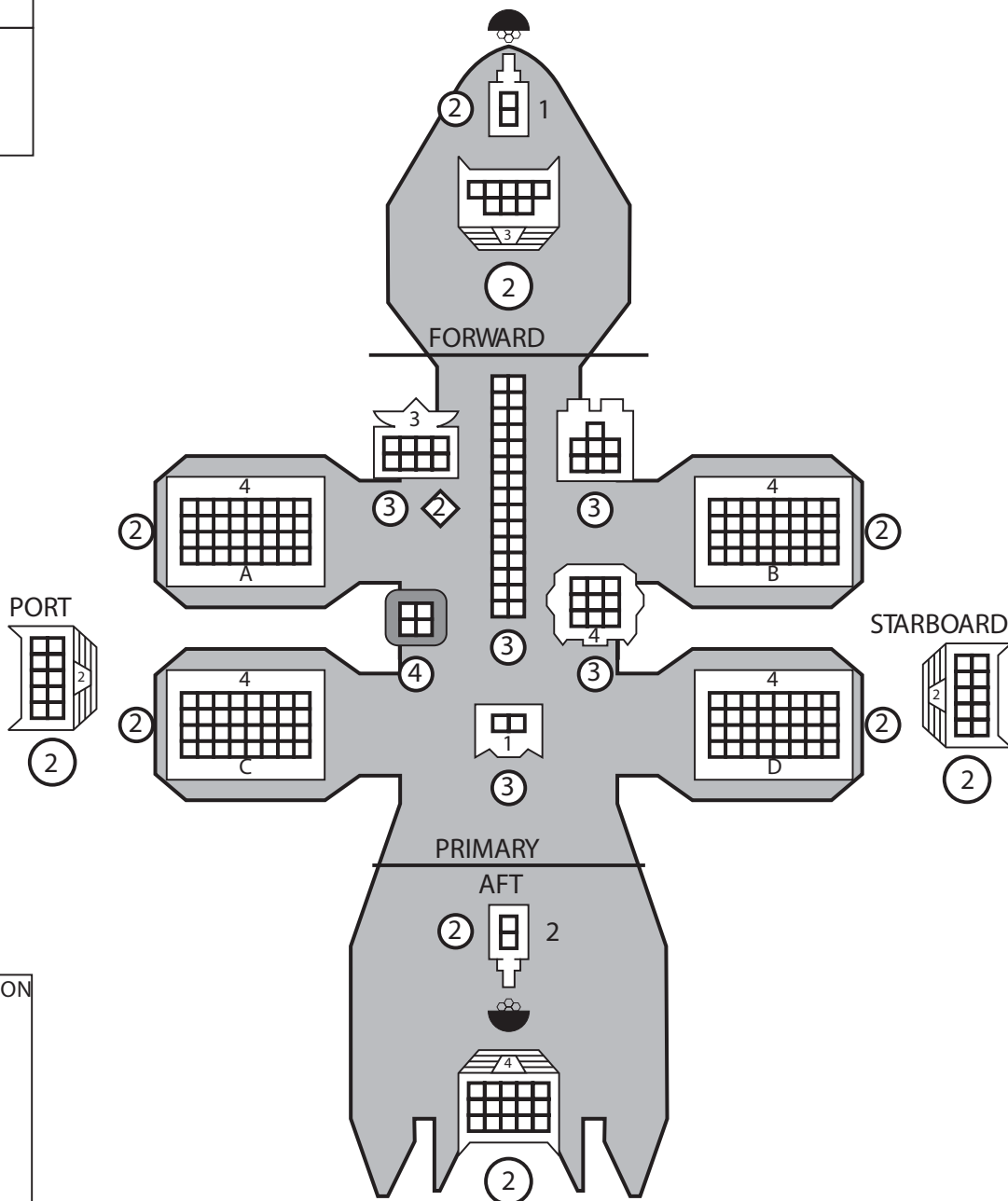
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

