

Version 1: 2E/DW

Name: _____ Counter: _____



Alacan Azafac Armed Freighter

SPECS

Class: Hvy Combat Vsl
In Service: 2208
Point Value: 340
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Def: 18
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -4

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+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

1-3: Retro Thrust
4-5: Missile Rack
6: Light Particle Beam
7-8: Cargo A
9-10: Cargo B
11-17: Forward Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Light Particle Beam
7-8: Cargo E
9-10: Cargo F
11: Hangar
12-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-7: Port/Stb Thruster
8: Port/Stb Particle Beam
9-10: Cargo C
11-12: Cargo D
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Particle beams are lost if the cargo pod they are attached to is dropped.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

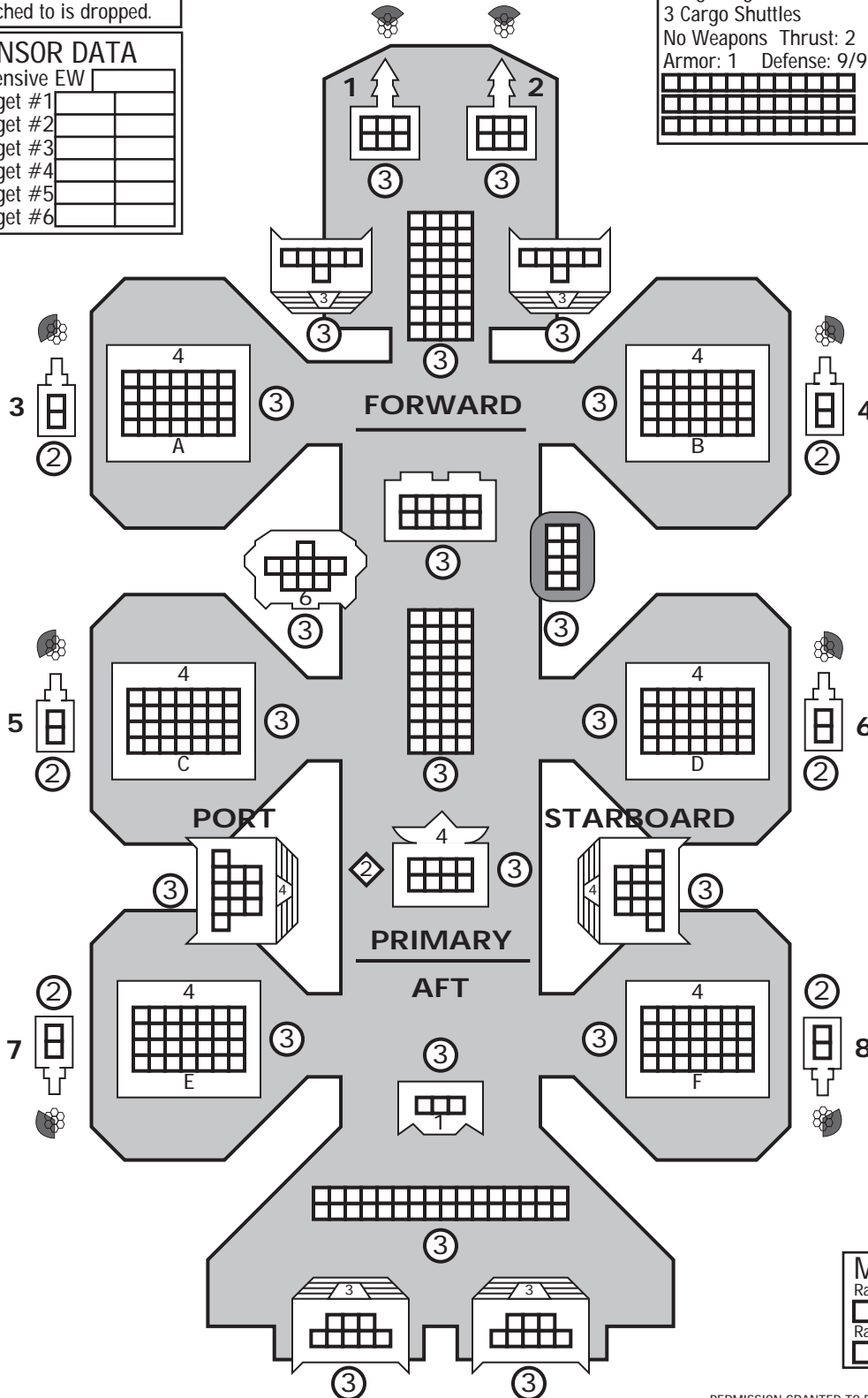
HANGAR

0 Light Fighters

3 Cargo Shuttles

No Weapons Thrust: 2

Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Class-SO Missile Rack
- Light Particle Beam

MISSILES

Rack #1

Rack #2



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