



Version 1: 2E/DW

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Alacan Tacomi Patrol Cutter

## SPECS

Class: Medium Ship  
In Service: 2208  
Point Value: 300  
Ramming Factor: 60  
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 Def: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

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

### Laser Cutter

Class: Laser  
Modes: Raking (6)  
Damage: 4d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

1-4: Retro Thrust  
5-6: Laser Cutter  
7-9: Light Particle Beam  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Light Particle Beam  
7-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-10: Hangar  
11-13: Sensors  
14-16: Engine  
17-18: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

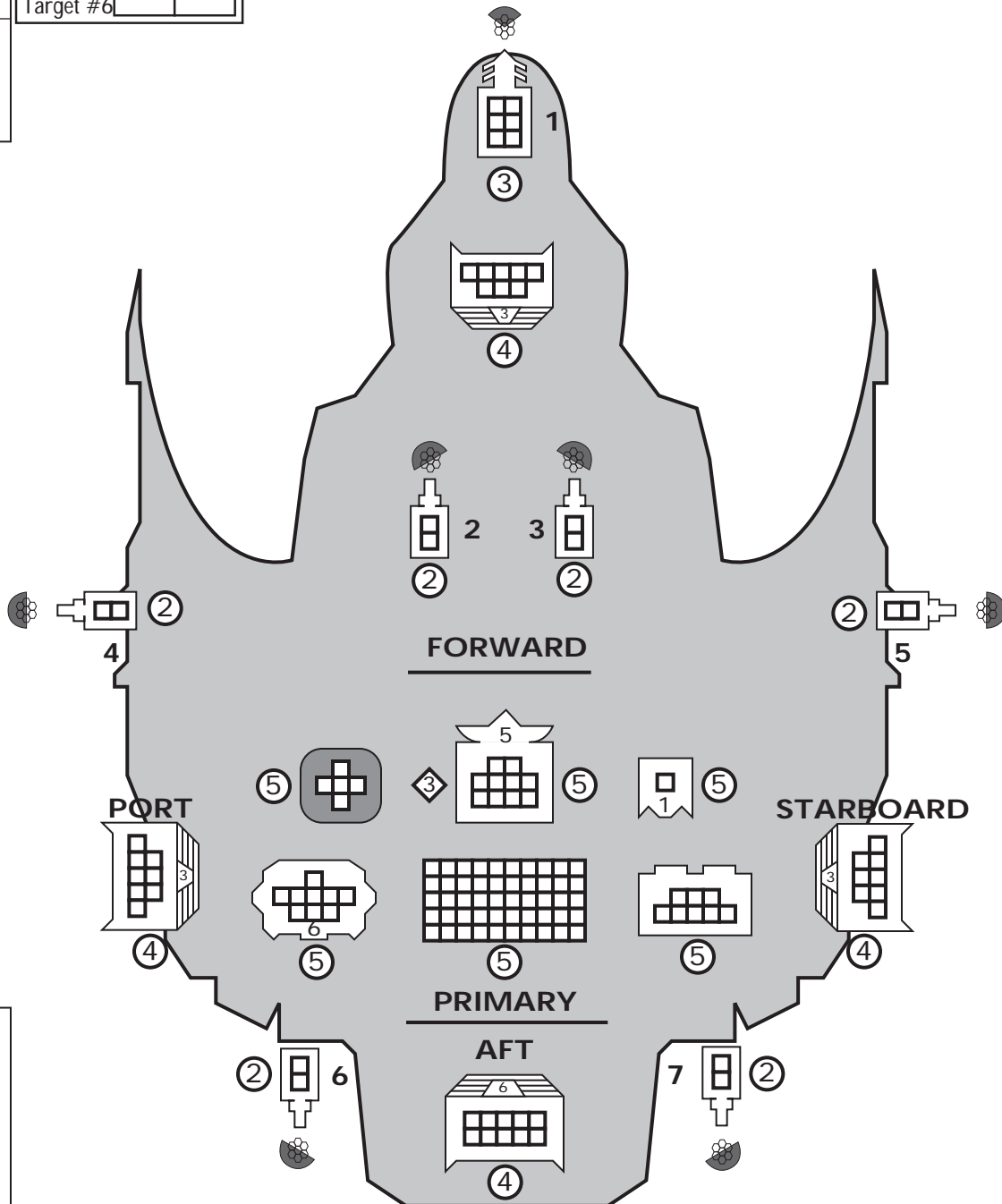
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 8/8



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Cutter
- Light Particle Beam