

Alacan Atrimis Light Cruiser

SPECS

Class: Capital Ship
In Service: 2215
Point Value: 525
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Def: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Combat Laser
Class: Laser
Mode: Piercing
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode

Laser Cutter
Class: Cutter
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

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

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

Prior to 2230, this ship used an assault laser instead of a combat laser. Reduce the cost of the vessel by 15 points.

FORWARD HITS

1-4: Retro Thrust
5: Combat Laser
6-7: Laser Cutter
8-9: Light Particle Beam
10-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Missile Rack
7-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-10: Primary Struct
11-13: Sensors
14-16: Engine
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

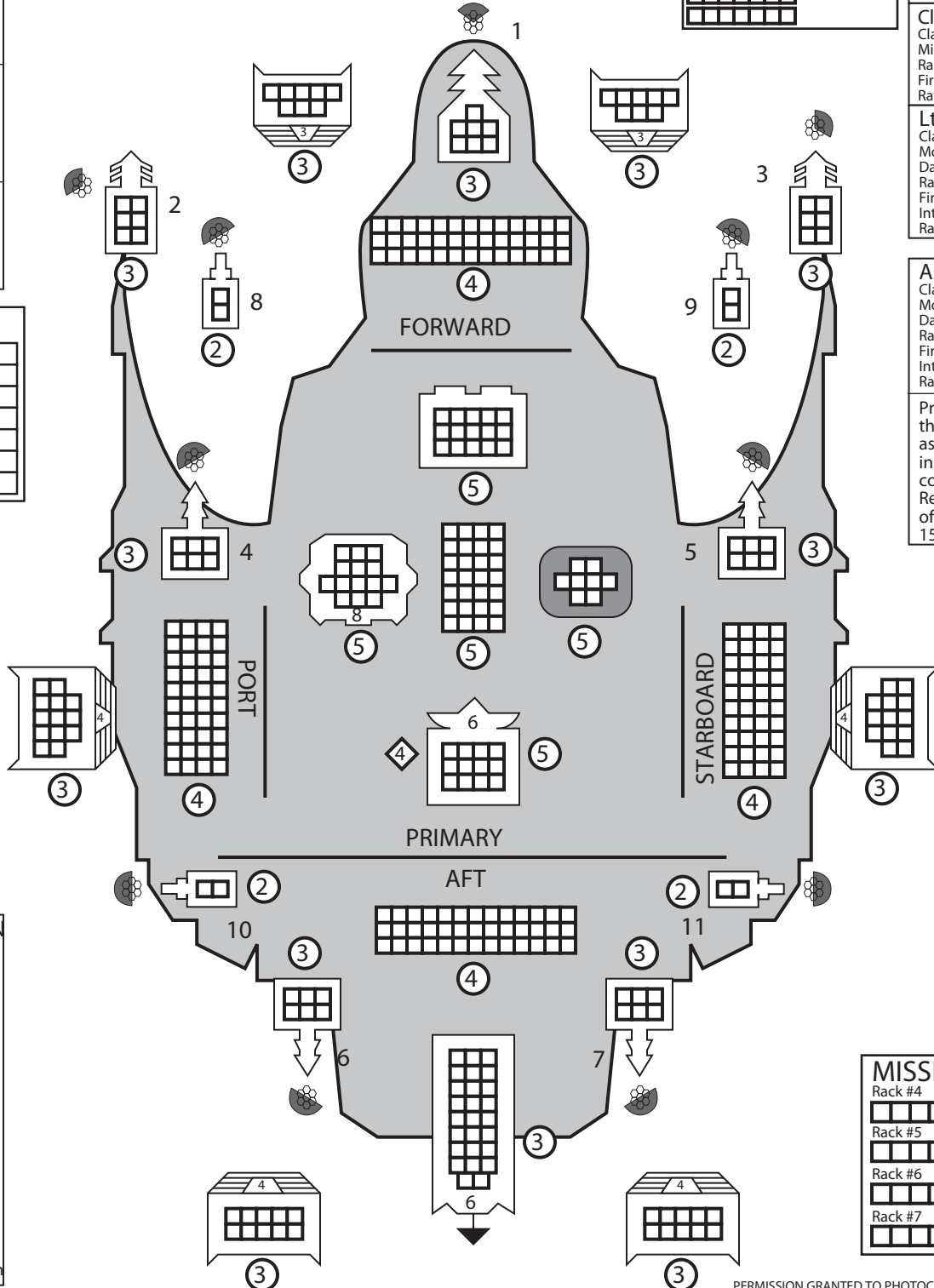
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SPECIAL NOTES

Special Availability:
(Only Two Exist)
(Common After 2233)

HANGAR

24 Light Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Combat Laser
- Laser Cutter
- Class-SO Missile Rack
- Light Particle Beam

MISSILES

Rack #4									
Rack #5									
Rack #6									
Rack #7									