

Alacan System Monitor

SPECS

Class: Capital Ship
In Service: 2240
Point Value: 675
Ramming Value: 230
Jump Delay: NA

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

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+3 Thrust
Roll Cost: 3+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

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

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

1-5: Retro Thrust
6-7: Laser Cutter
8-10: Missile Rack
11-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Lt Particle Beam
7-8: Laser Cutter
9-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Lt Particle Beam
8-11: Laser Cutter
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Sensors
11-15: Hangar
16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES

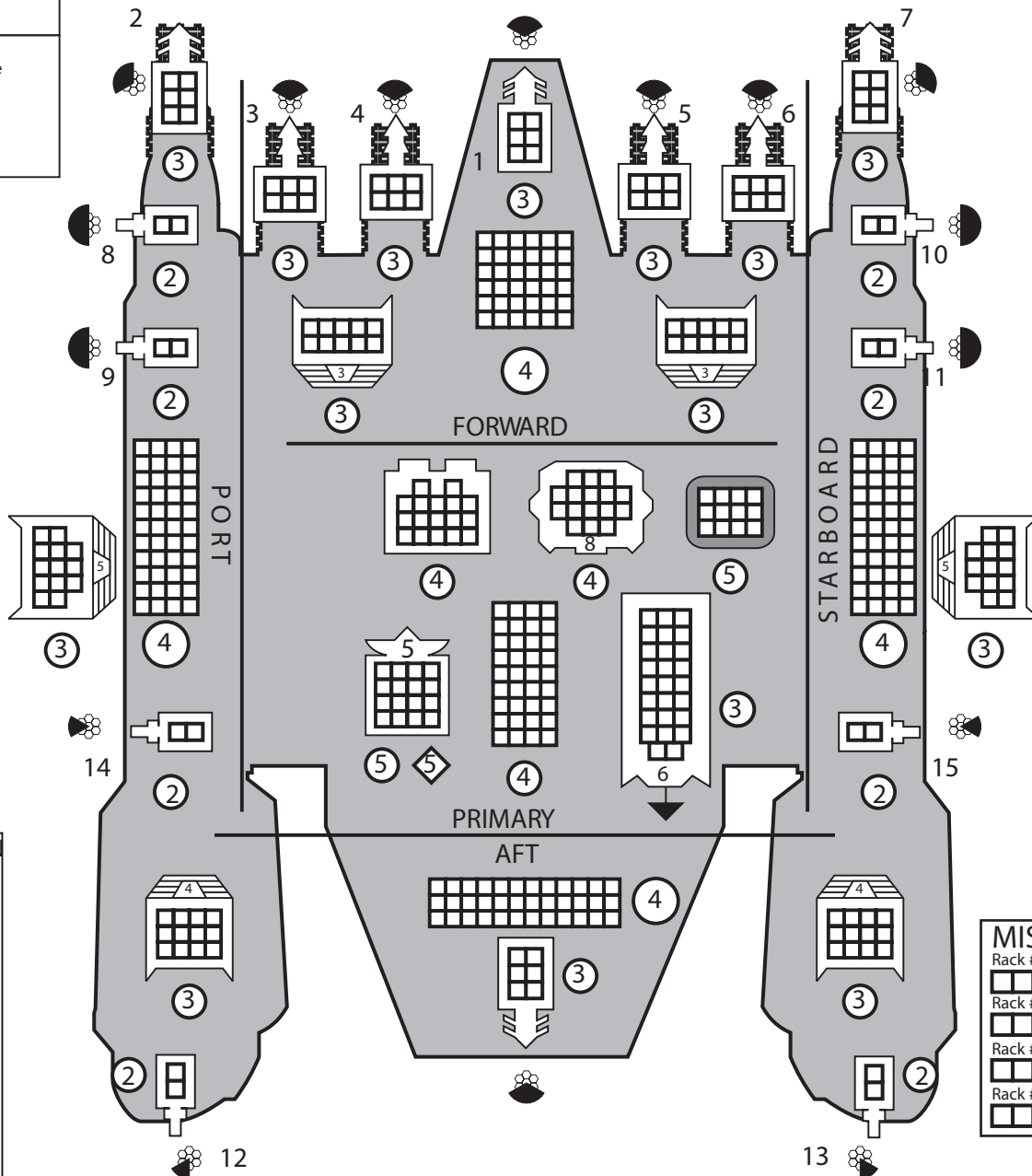
Special Deployment
(Restricted until 2243)
(Then limited 33%)

SENSOR DATA

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

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 #3	
Rack #4	
Rack #5	
Rack #6	