



Alacan Azan Auxiliary Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2224
Point Value: 425
Ramming Factor: 100
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 Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

Laser Cutter

Class: Laser
Modes: Raking
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 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+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Missile Rack
7: Light Particle Beam
8-10: Laser Cutter
11-17: Forward Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Light Particle Beam
8-10: Hangar
11-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

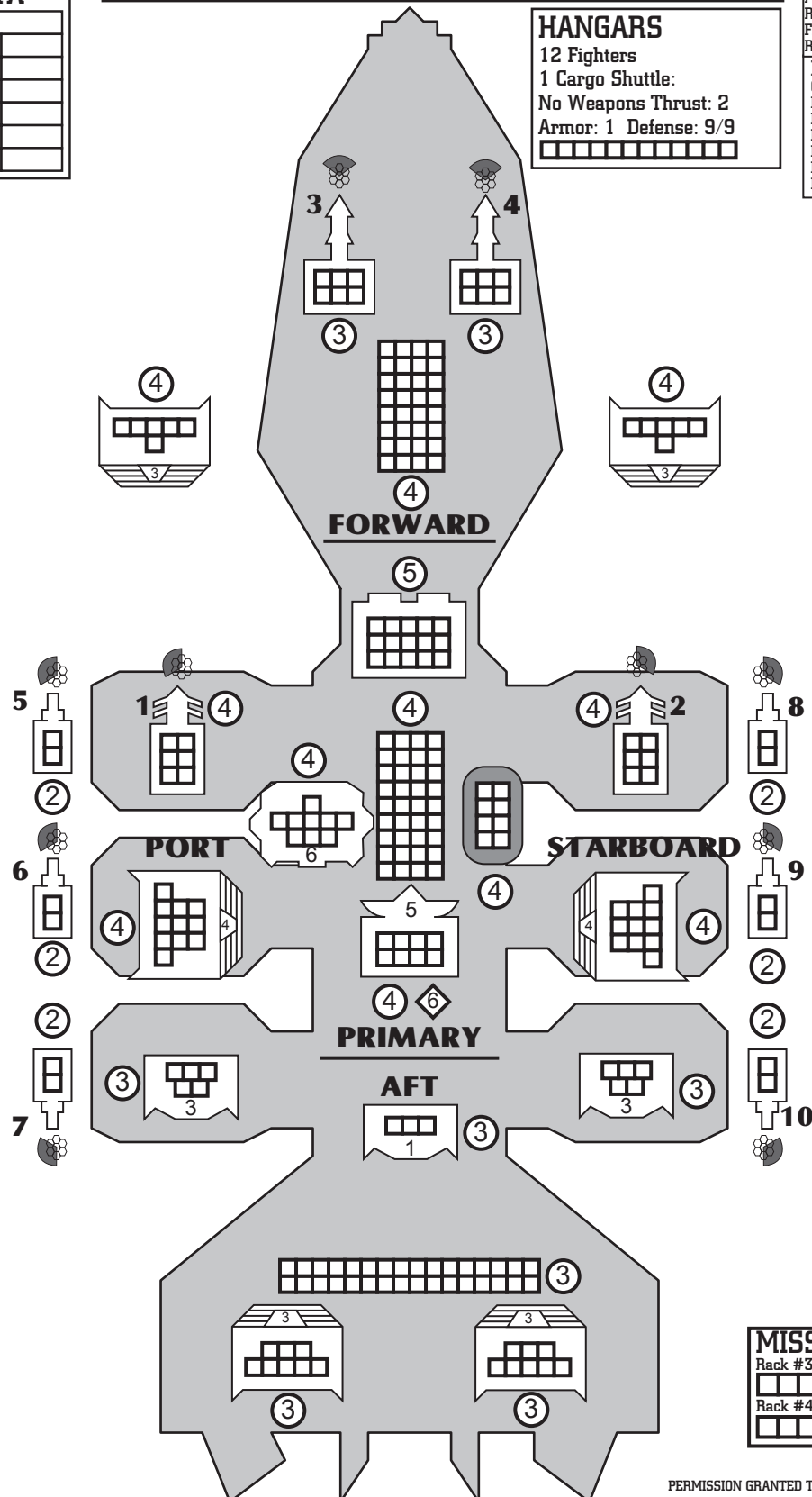
HANGARS

12 Fighters

1 Cargo Shuttle:

No Weapons Thrust: 2

Armor: 1 Defense: 9/9



ICON RECOGNITION

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

MISSILES

Rack #3

Rack #4