

# 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

## HANGAR

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

### 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

## SPECIAL NOTES

Special Availability:  
(Only Two Exist)

## SENSOR DATA

Defensive EW

Target #1

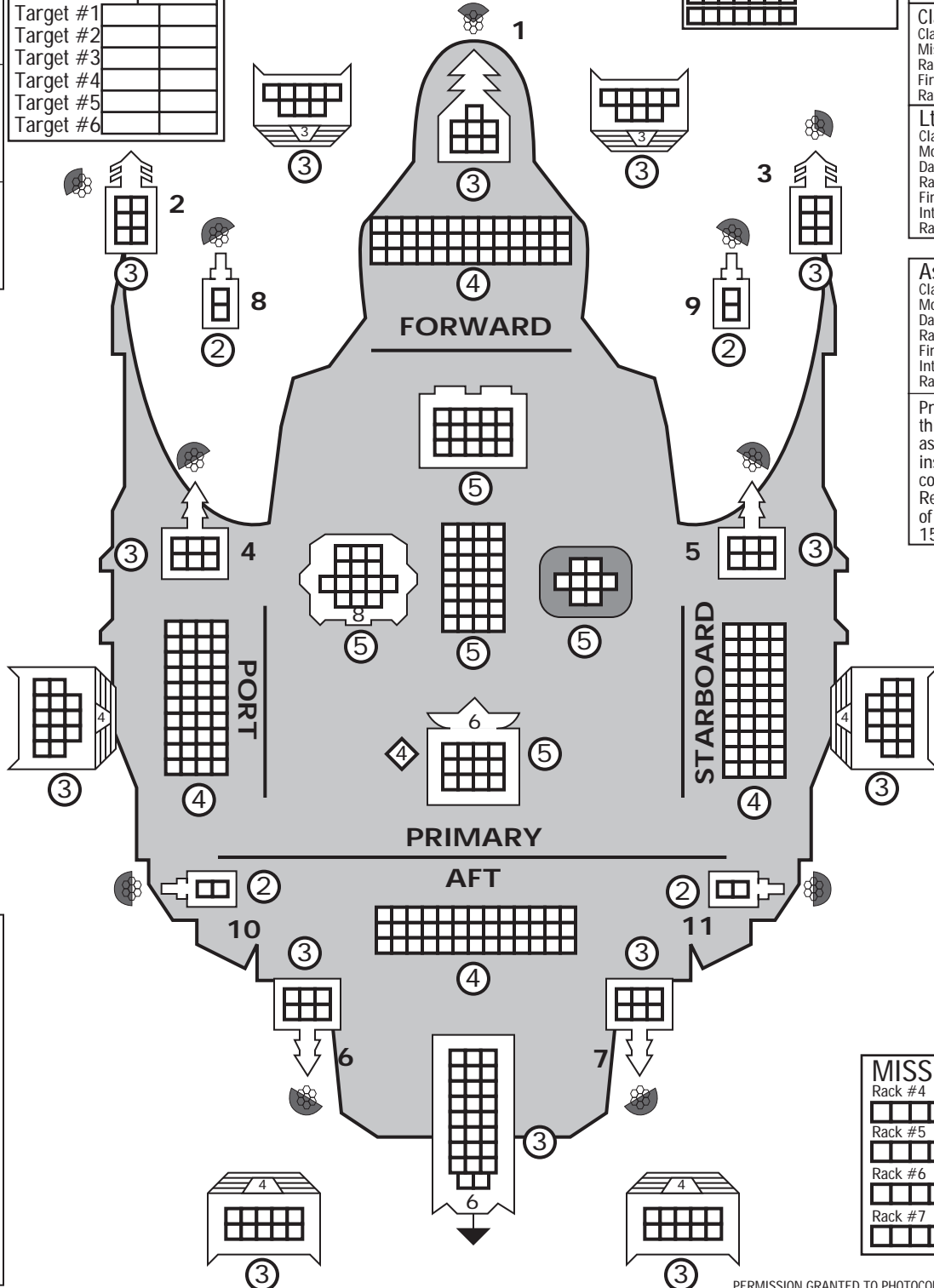
Target #2

Target #3

Target #4

Target #5

Target #6



## 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																				