

Alacan Atica Command Cruiser

SPECS

Class: Capital Ship
In Service: 2228
Point Value: 600
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: +1

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

SPECIAL NOTES

Special Availability:
(Rare after 2234)

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
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

1-4: Retro Thrust
5-7: Combat Laser
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

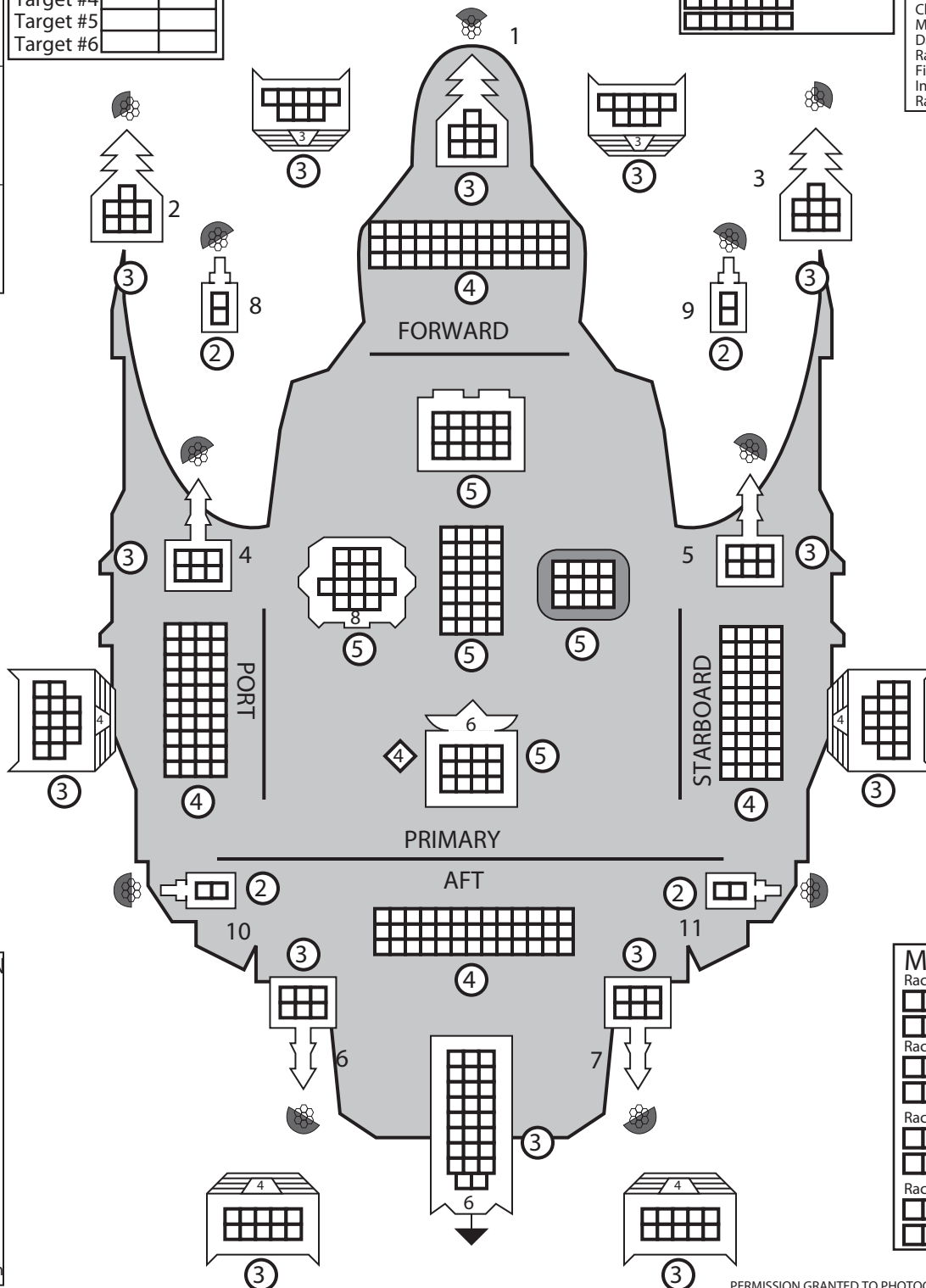
Target #2

Target #3










Target #4

Target #5

Target #6



ICON RECOGNITION

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

MISSILES

Rack # 4



Rack # 5



Rack # 6



Rack # 7

