

Version 1: 2E

Name: _____ Counter: _____



Alacan Abinti Exploration Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 15
In Service: 2218	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 550	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 180	Pivot Cost: 3+1 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 4+1 Thrust	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	
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	
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
5-6: Laser Cutter
7-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-8: Light Particle Beam
9-17: Port/Stb Struct
18-20: PRIMARY Hit

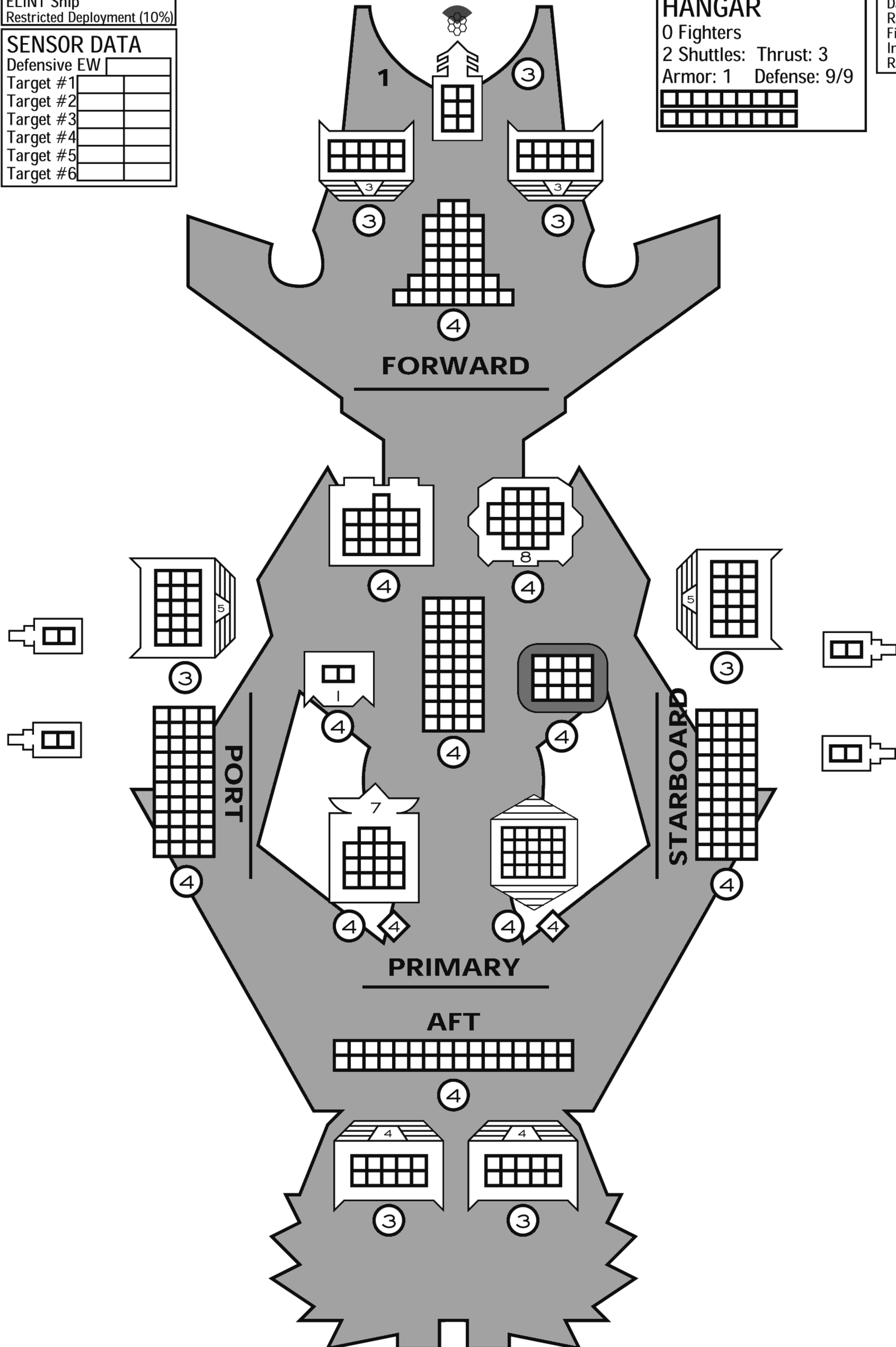
AFT HITS
1-6: Main Thrust
7-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Jump Engine
10-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES	
ELINT Ship	
Restricted Deployment (10%)	

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

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1 Defense: 9/9	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Laser Cutter
	Light Particle Beam