

ISA Allegiance Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (12)
In Service: 2271	Turn Delay: 1/2 Speed	Stb/Port Defense: 16 (14)
Point Value: 1100	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 18 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA

Neutron Laser (Impr.)
 Class: Laser
 Modes: R, P, S(3)
 Damage: 4d10+18
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+4/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Molecular Pulsar
 Class: Molecular
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 7
 Grouping Range: +1 per 3
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire every turn doing 1d3 pulses with no volley count bonus

EM Shield
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active.

Fusion Cannon
 Class: Molecular
 Mode: Standard
 Damage: 1d10+9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
 4-5: Imp. Neutron Cannon
 6-8: Molecular Pulsar
 9-10: Fusion Cannon
 11-12: EM Shield
 13-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 6-7: Fusion Cannon
 8: Aft Hangar
 9-10: Jump Engine
 11-12: EM Shield
 13-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
 10-11: Jammer
 12: Tractor Beam
 13-14: Engine
 15-16: Sensors
 17: Hangar
 18-19: Reactor
 20: C&C

SPECIAL NOTES

Limited Deployment (33%)
 Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

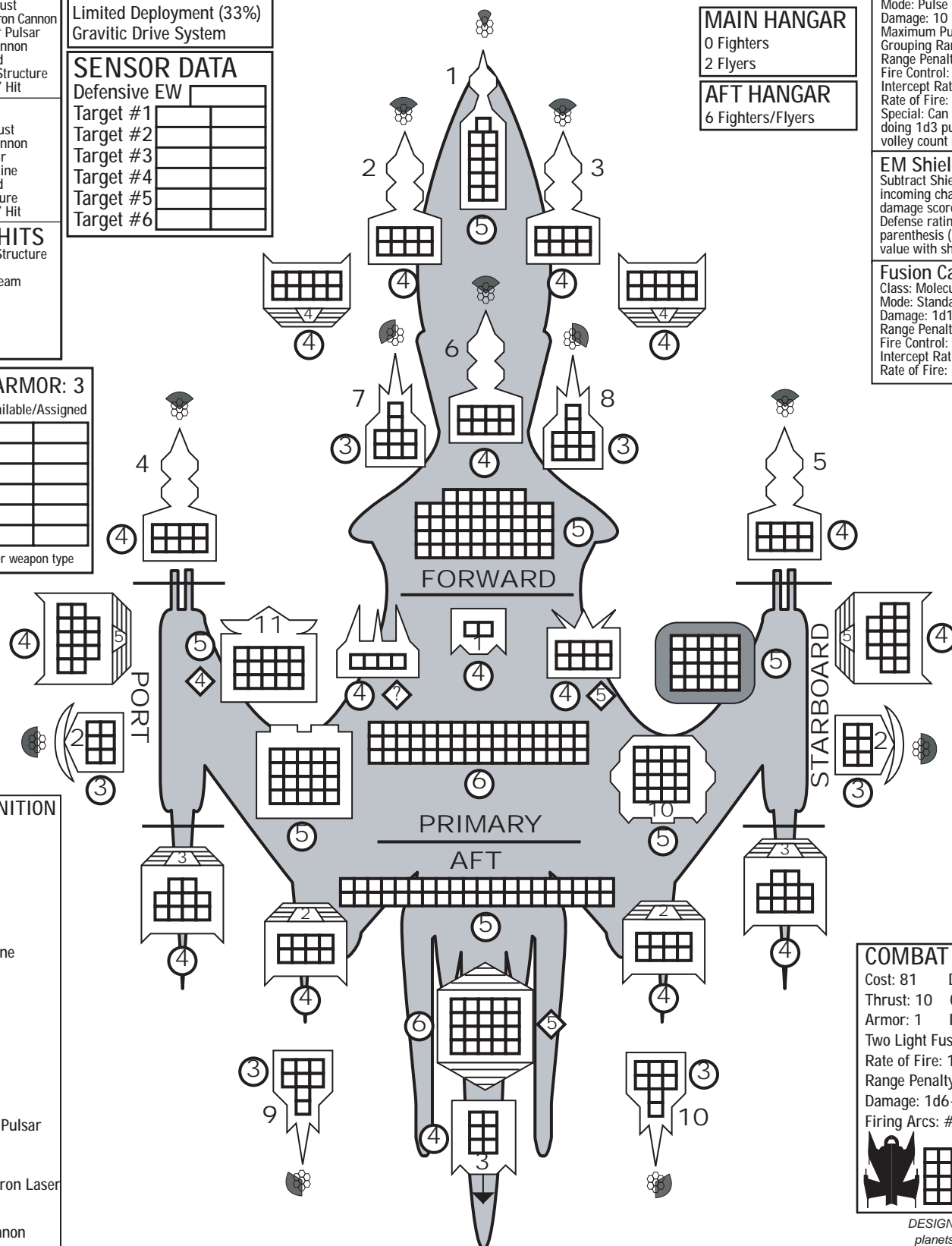
ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned

Note: Max 1 point per weapon type

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Jammer
- Tractor
- Molecular Pulsar
- Impr. Neutron Laser
- Fusion Cannon



COMBAT FLYERS

Cost: 81 Defense: 9/7
 Thrust: 10 Offense: +4
 Armor: 1 Initiative: +10
 Two Light Fusion Cannons:
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+4 per gun
 Firing Arcs: #1 #2

