

ak-Tai Thor'usal Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1957
Point Value: 925
Ramming Factor: 290
Jump Delay: 25 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
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	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

Heavy Meson Cannon
Class: Particle
Modes: Standard
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-3
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Special: Ignores first 2 points of armor.

Ranged Meson Cannon
Class: Particle
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores first 2 points of armor.

Meson Cannon
Class: Particle
Modes: Standard
Damage: 3d10+1
Range Penalty: -1 per hex
Fire Control: +3/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores first 2 points of armor.

Dual Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Hvy Meson Cannon
8-9: Meson Cannon
10-11: Dual Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-7: Ranged Meson
8: Meson Cannon
9-10: Dual Particle Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Ranged Meson
10-11: Meson Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

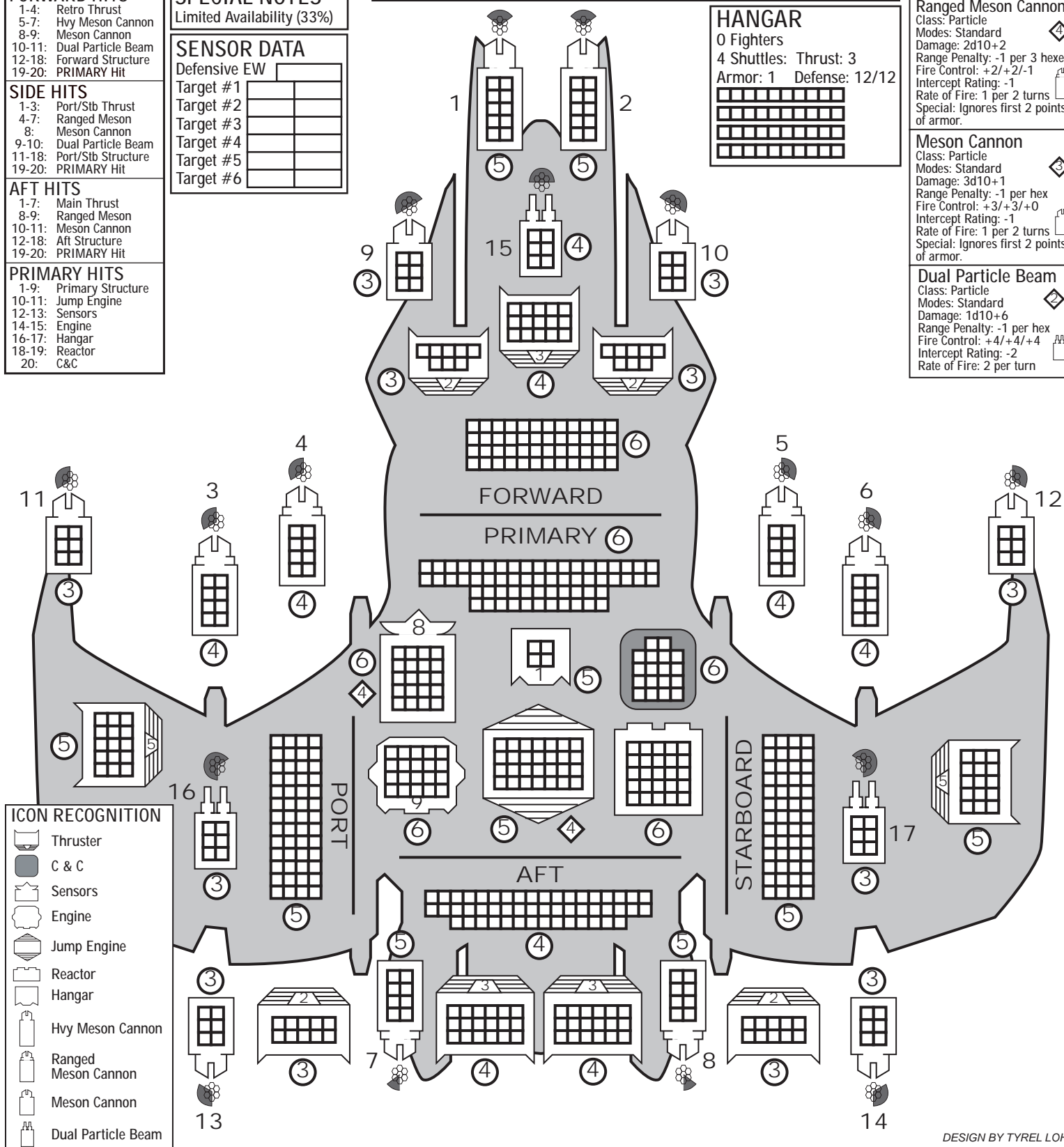
Target #6

HANGAR

0 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Meson Cannon
- Ranged Meson Cannon
- Meson Cannon
- Dual Particle Beam