

# ak-Tai Hura Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 1972  
Point Value: 460  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

| 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

**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.

## Light Meson Bolter

Class: Particle  
Modes: Standard  
Damage: 8  
Range Penalty: -1 per hex  
Fire Control: +2/+1/+1  
Intercept Rating: -2  
Rate of Fire: 1 per turn  
Special: Ignores first 4 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

## Standard 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: 1 per turn

## FORWARD HITS

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

## AFT HITS

1-6: Main Thrust  
7-8: Lt Meson Bolter  
9-10: Std Particle Beam  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

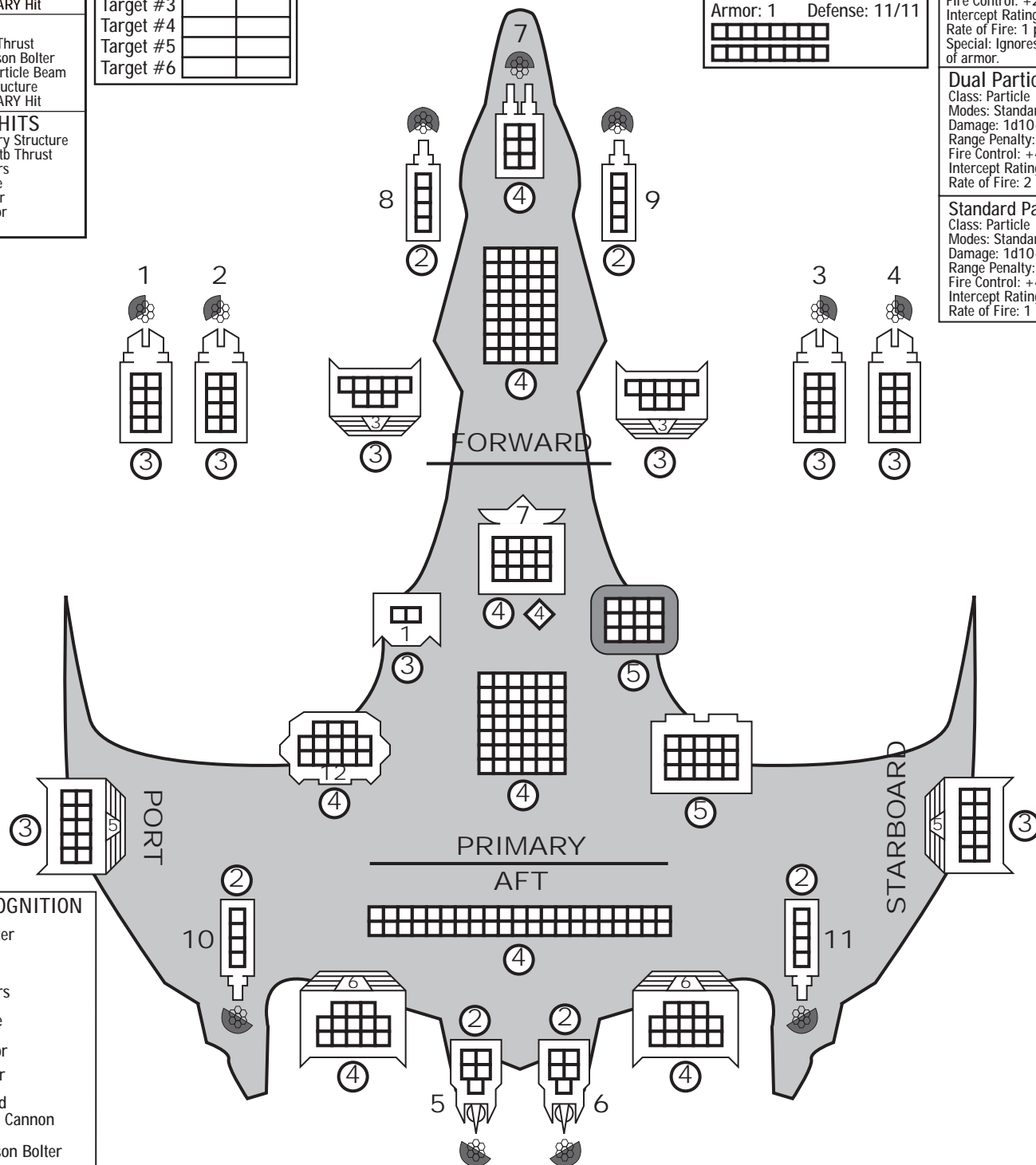
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 11/11



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ranged Meson Cannon
- Lt Meson Bolter
- Dual Particle Beam
- Std Particle Beam