

ak-Tai Rytarra Heavy Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 1976
Point Value: 480
Ramming Factor: 160
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 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: 14
Engine Efficiency: 2/1
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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Meson Bolter

Class: Particle
Modes: Standard
Damage: 14
Range Penalty: -1 per hex
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
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

FORWARD HITS

1-3: Retro Thrust
4-5: Particle Cannon
6-8: Meson Bolter
9-11: Dual Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Meson Bolter
9-10: Dual Particle Beam
11-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: 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

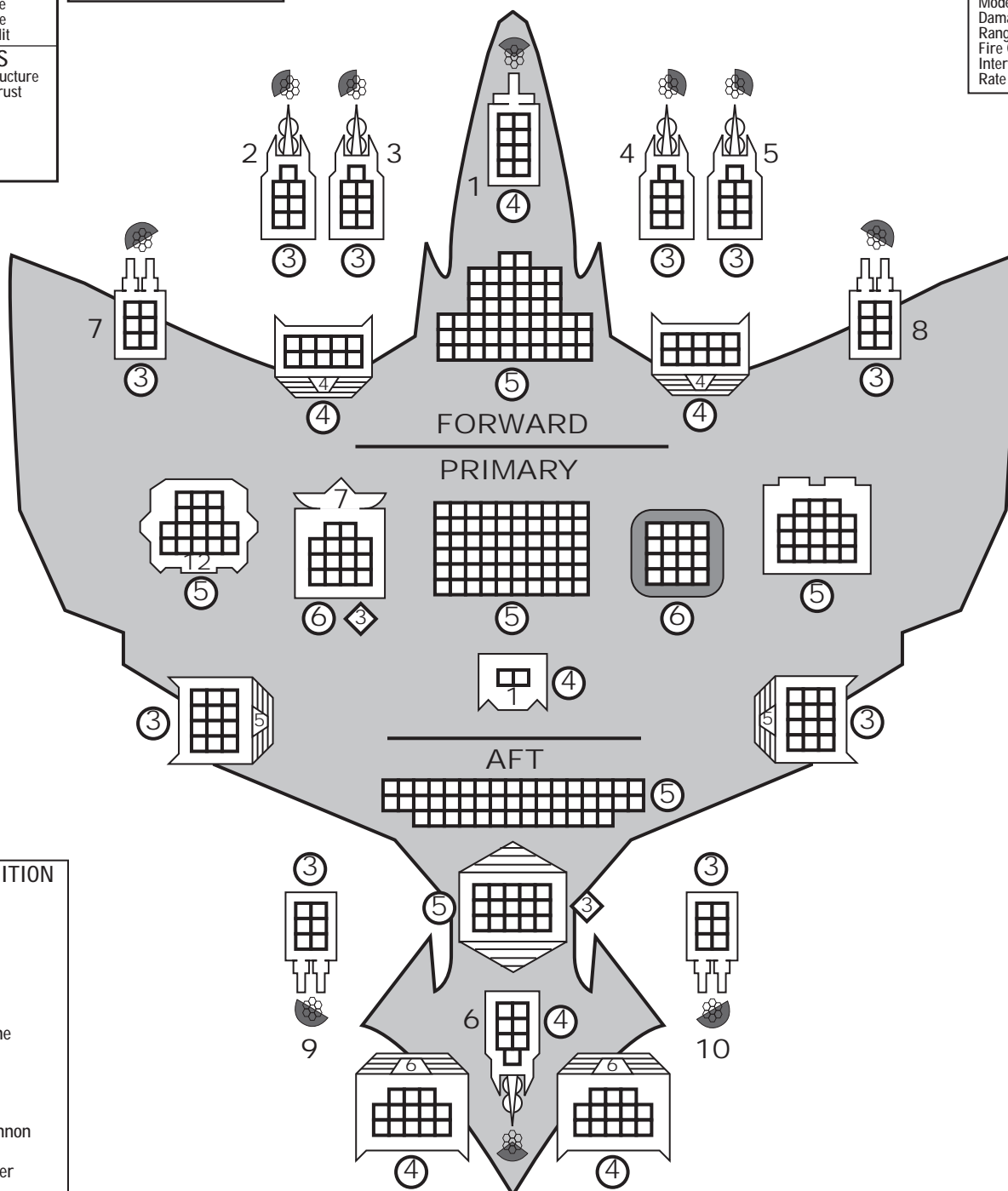
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 12/12



ICON RECOGNITION

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