



ak-Tai Da'norien Attack Frigate

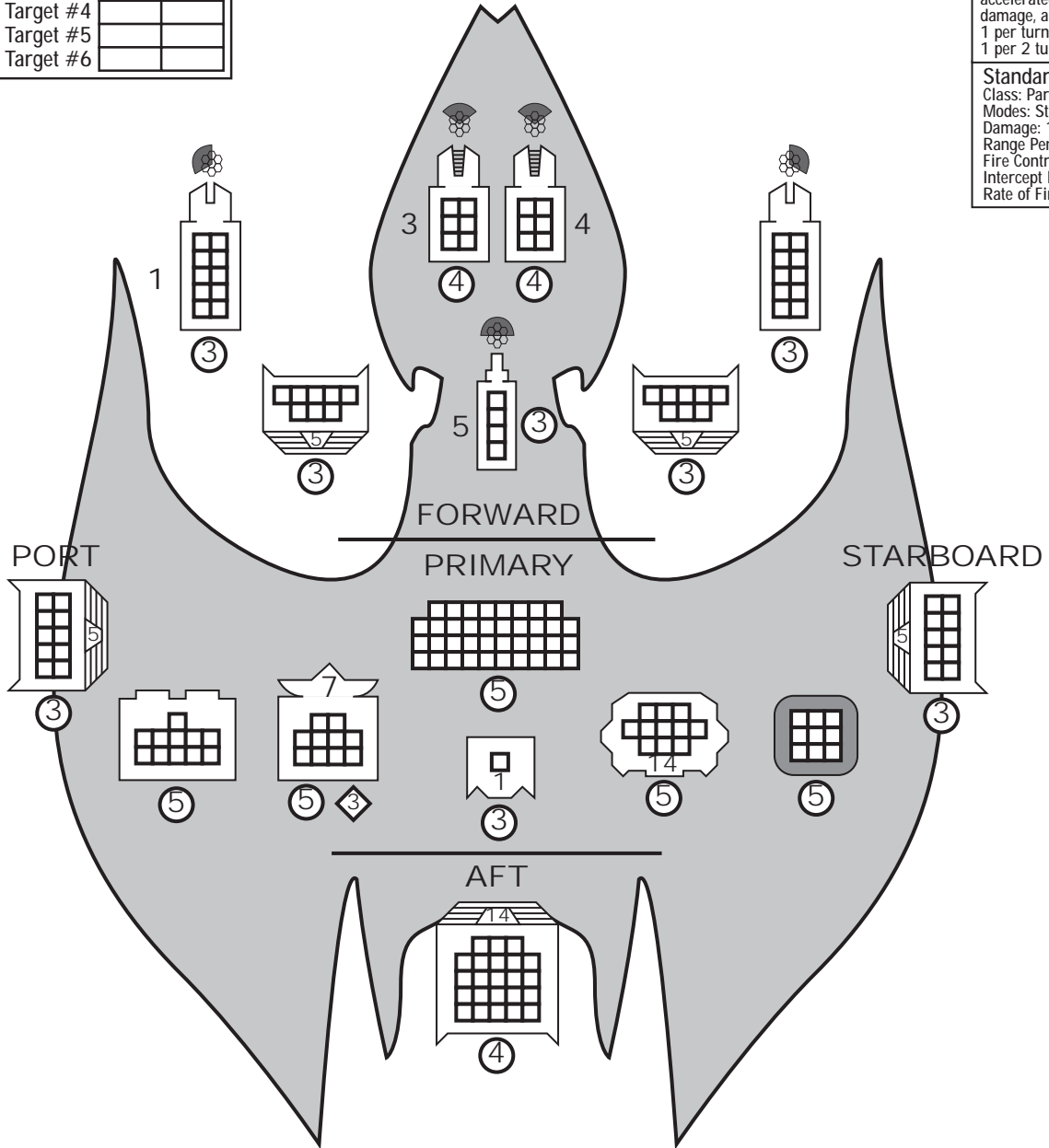
SPECS Class: Medium Ship In Service: 2008 Point Value: 475 Ramming Factor: 40 Jump Delay: N/A	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2 Thrust Roll Cost: 2 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 12 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +13	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.																																							
<table border="1"> <tr> <th>Speed</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>10</th> <th>11</th> <th>12</th> </tr> <tr> <td>Turn Cost</td> <td>1</td> <td>1</td> <td>2</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>4</td> <td>5</td> <td>5</td> <td>6</td> <td>6</td> </tr> <tr> <td>Turn Delay</td> <td>1</td> <td>1</td> <td>2</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>4</td> <td>5</td> <td>5</td> <td>6</td> <td>6</td> </tr> </table>			Speed	1	2	3	4	5	6	7	8	9	10	11	12	Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	Meson Accelerator Class: Particle Modes: Standard Damage: 3d10+6 Range Penalty: -1 per hex Fire Control: +5/+2/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns Special: Ignores first 2 points of armor. Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4 1 per 2 turns: 2d10+5
Speed	1	2	3	4	5	6	7	8	9	10	11	12																														
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6																														
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6																														

FORWARD HITS 1-3: Retro Thrust 4-6: Meson Accelerator 7-9: Hvy Meson Cannon 10: Std Particle Beam 11-17: Structure 18-20: PRIMARY Hit	AFT HITS 1-7: Main Thrust 8-17: Aft Structure 18-20: PRIMARY Hit	PRIMARY HITS 1-8: Port/Stb Thrust 9-11: Sensors 12-14: Engine 15-16: Hangar 17-18: Reactor 19-20: C&C
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SPECIAL NOTES	
Agile Ship	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
 0 Fighters
 1 Shuttle: Thrust: 4
 Armor: 1 Defense: 11/11

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Meson Cannon
- Meson Accelerator
- Std Particle Beam