ak-Tai Rytasthe Accelerator **COMBAT STATS** WEAPON DATA MANEUVERING Turn Cost: 2/3 Speed Class: Hvy Combat Vsl Fwd/Aft Defense: 14 Meson Accelerator Class: Particle Modes: Standard In Service: 1992 Turn Delay: 1/2 Speed Stb/Port Defense: 14 Point Value: 525 Accel/Decel Cost: 3 Thrust Engine Efficiency: 2/1 Damage: 3d10+6 Range Penalty: -1 per hex Fire Control: +5/+2/-1 Ramming Factor: 160 Pivot Cost: 2+2 Thrust Extra Power: +1 Jump Delay: 24 Turns | Roll Cost: 2+2 Thrust 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: 11 1 per 1 turns: 1d10+4 Initiative Bonus: +6 9 10 Turn Cost Turn Delay FORWARD HITS 1-3: Retro Thrust SENSOR DATA **HANGAR** Defensive EW Meson Accelerator Std Particle Beam Target #1 1 per 2 turns: 2d10+5 8: 0 Fighters **Dual Particle Beam** Target #2 **Dual Particle Beam** 2 Shuttles: Thrust: 3 12-18: Forward Structure Class: Particle Modes: Standard 19-20: PRIMARY Hit Target #3 Armor: 1 Defense: 12/12 Target #4 **AFT HITS** Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 2 per turn Main Thrust Target #5 Std Particle Beam Dual Particle Beam Target #6 Jump Engine Aft Structure 13-18: Standard Particle Beam 19-20: PRIMARY Hit Class: Particle Modes: Standard **PRIMARY HITS** Primary Structure Port/Stb Thrust Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn 12-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C 4 ЛΩ 5 6 (5)4 **FORWARD** PRIMARY STARBOARD PORT **AFT** ICON RECOGNITION Thruster C & C Sensors Engine 10 Jump Engine 8 Reactor Hangar Meson Accelerator **Dual Particle Beam** Std Particle Beam DESIGN BY TYREL LOHR planetside.firenebula.com

Rytarra Variant (Common)

Version 1: 2E/WSS

Name:

Counter: