



# ak-Tai Douachar Fleet Carrier

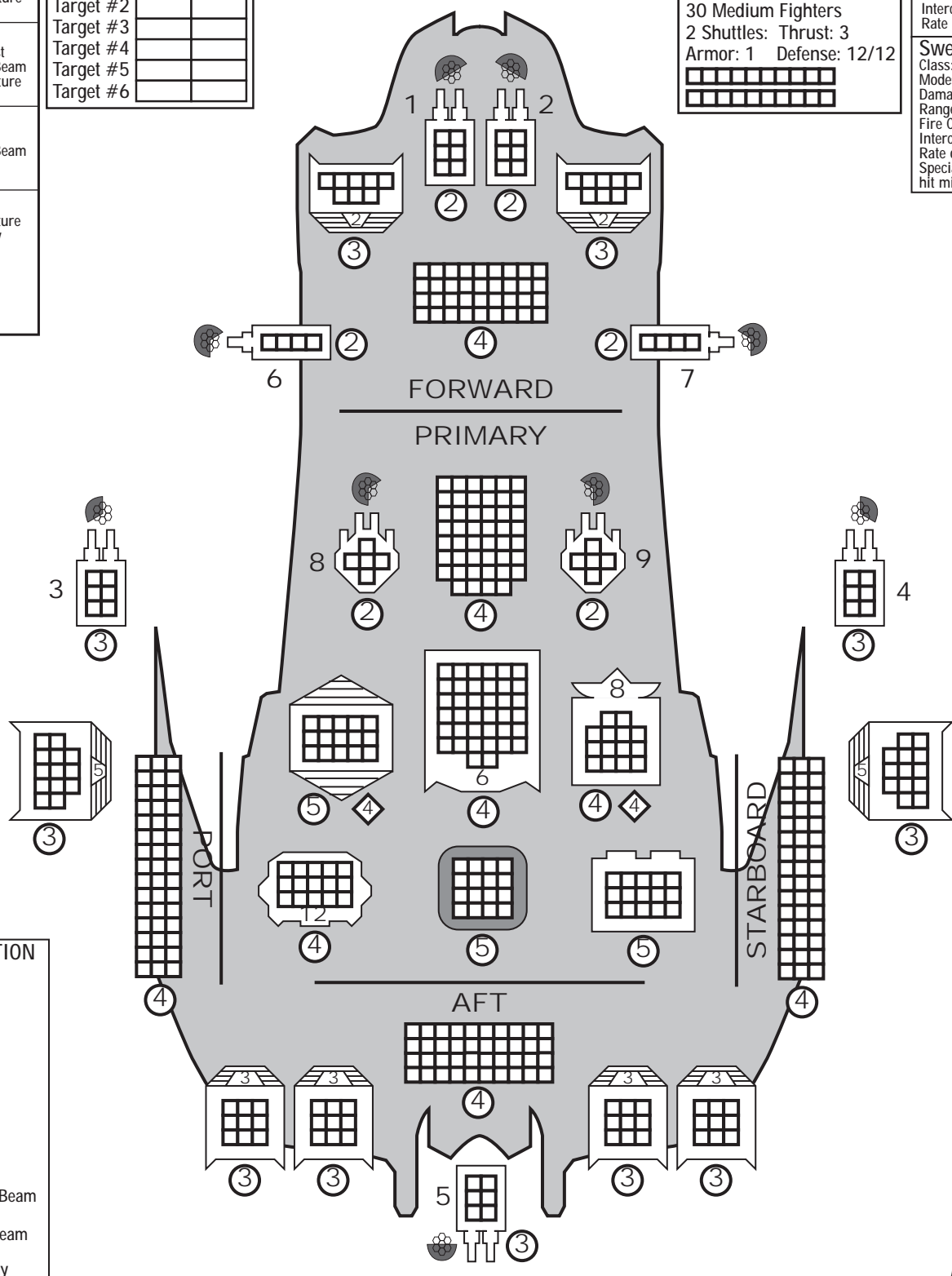
<b>SPECS</b> Class: Capital Ship In Service: 1964 Point Value: 480 Ramming Factor: 240 Jump Delay: 26 Turns	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 14 Stb/Port Defense: 16 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +0
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 3 3 4 5 6 6 7 8 9 9	

<b>WEAPON DATA</b>
<b>Dual Particle Beam</b> 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
<b>Standard Particle Beam</b> 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
<b>Sweeper Array</b> Class: Particle Modes: Standard Damage: 1d10+5 Range Penalty: -3 per hex Fire Control: -/-/+6 Intercept Rating: -3 Rate of Fire: 1 per turn Special: +2 fire control to hit mines.

<b>FORWARD HITS</b> 1-3: Retro Thrust 4-6: Dual Particle Beam 7-8: Std Particle Beam 9-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5-7: Dual Particle Beam 8-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-6: Main Thrust 7-9: Dual Particle Beam 10-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Primary Structure 9: Sweeper Array 10: Jump Engine 11-12: Sensors 13-14: Engine 15-18: Hangar 19: Reactor 20: C&C

<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

**HANGAR**  
6 Heavy Fighters  
30 Medium Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 12/12



	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Dual Particle Beam
	Std Particle Beam
	Sweeper Array