



ak-Tai Hura Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 1972	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 460	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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.	

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

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

HANGAR

0 Fighters

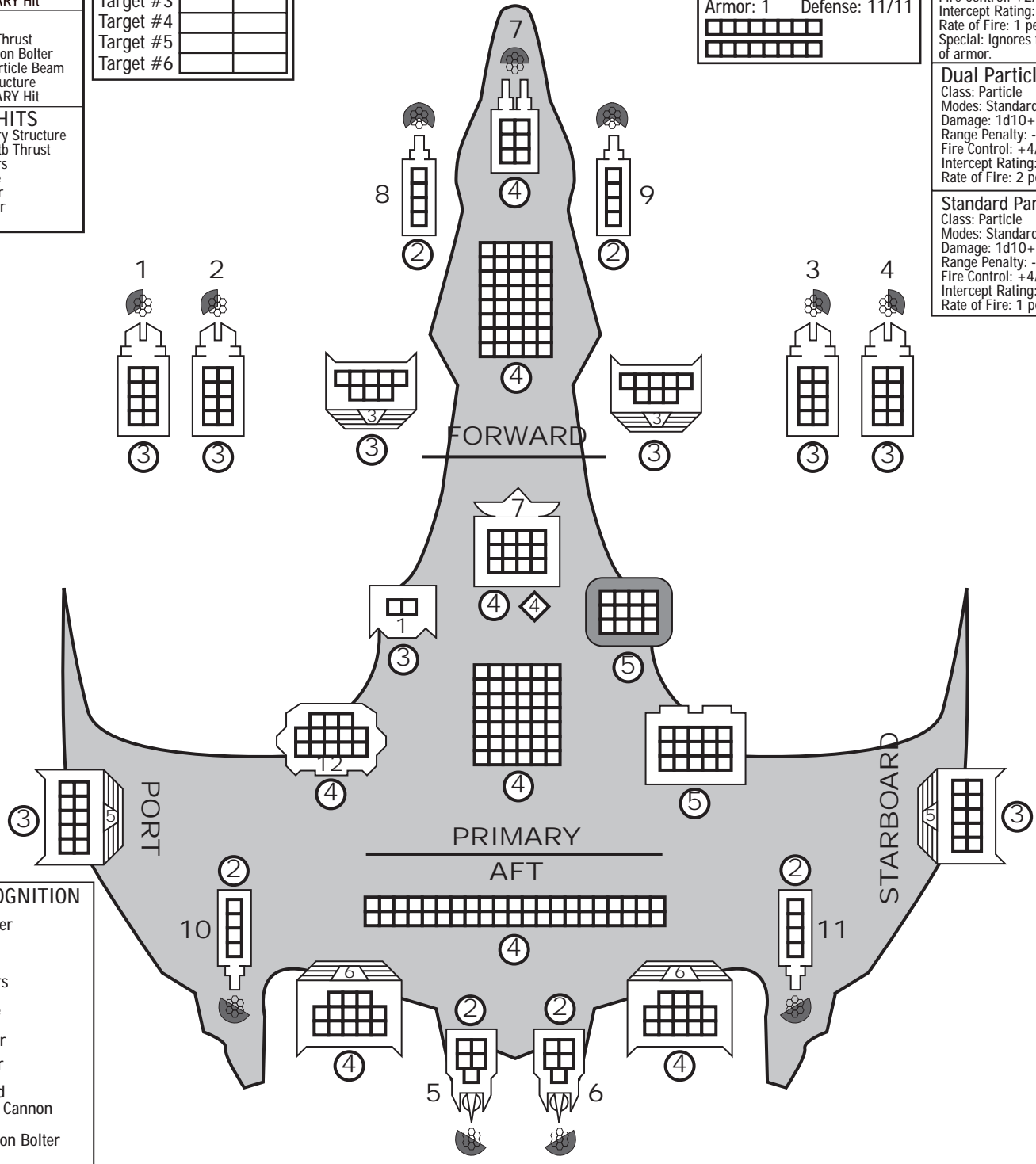
2 Shuttles: Thrust: 4

Armor: 1 Defense: 11/11

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	



ICON RECOGNITION

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