

ak-Tai Rytarra Heavy Frigate

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/12

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

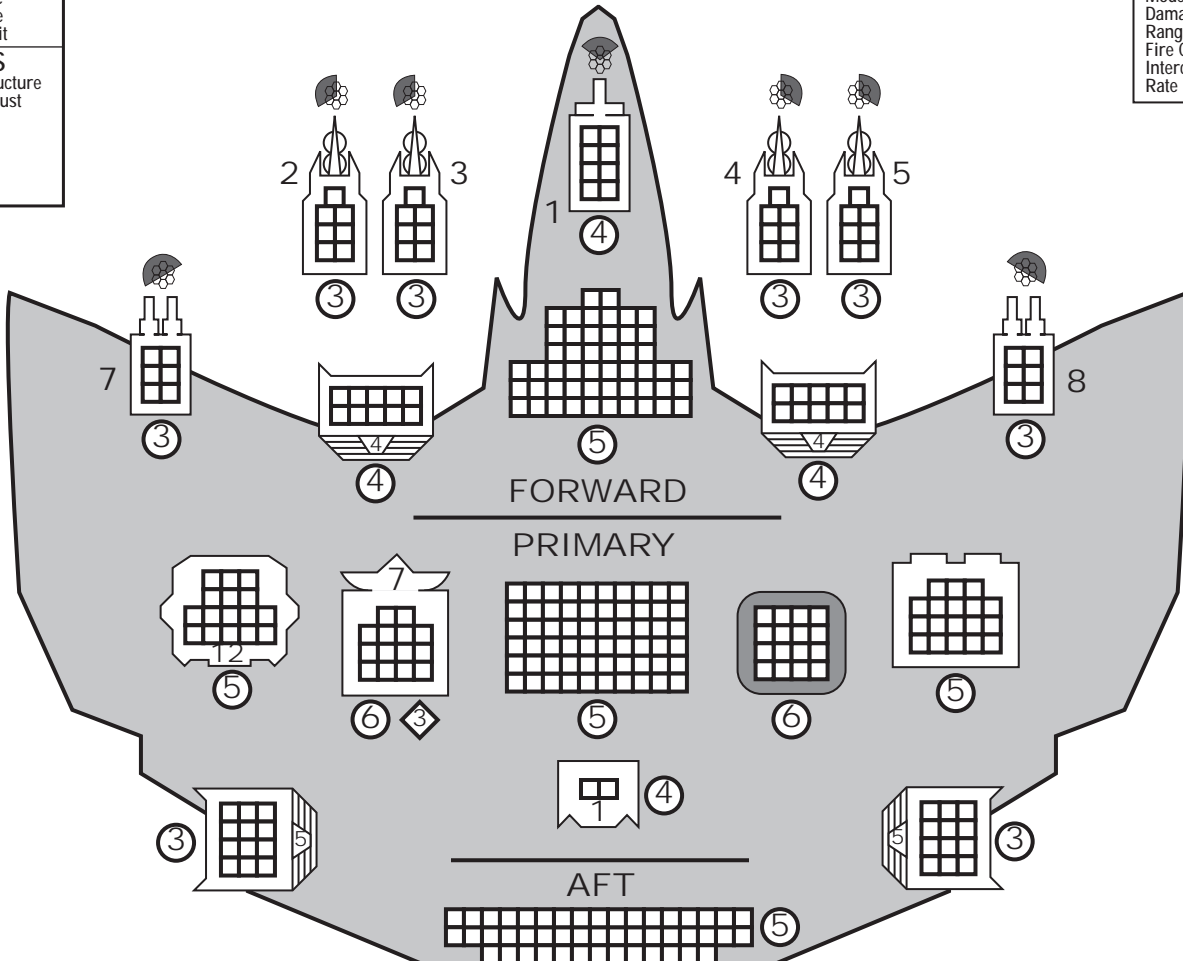
AFT HITS
1-6: Main Thrust
7-8: Meson Bolter
9-10: Dual Particle Beam
11-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

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		



ICON RECOGNITION

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