



# ak-Tai Thor'usal Heavy Cruiser

### SPECS

Class: Capital Ship  
 In Service: 1957  
 Point Value: 925  
 Ramming Factor: 290  
 Jump Delay: 25 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 17  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +0

### 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.

**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.

**Meson Cannon**  
 Class: Particle  
 Modes: Standard  
 Damage: 3d10+1  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns  
 Special: Ignores first 2 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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

### HANGAR

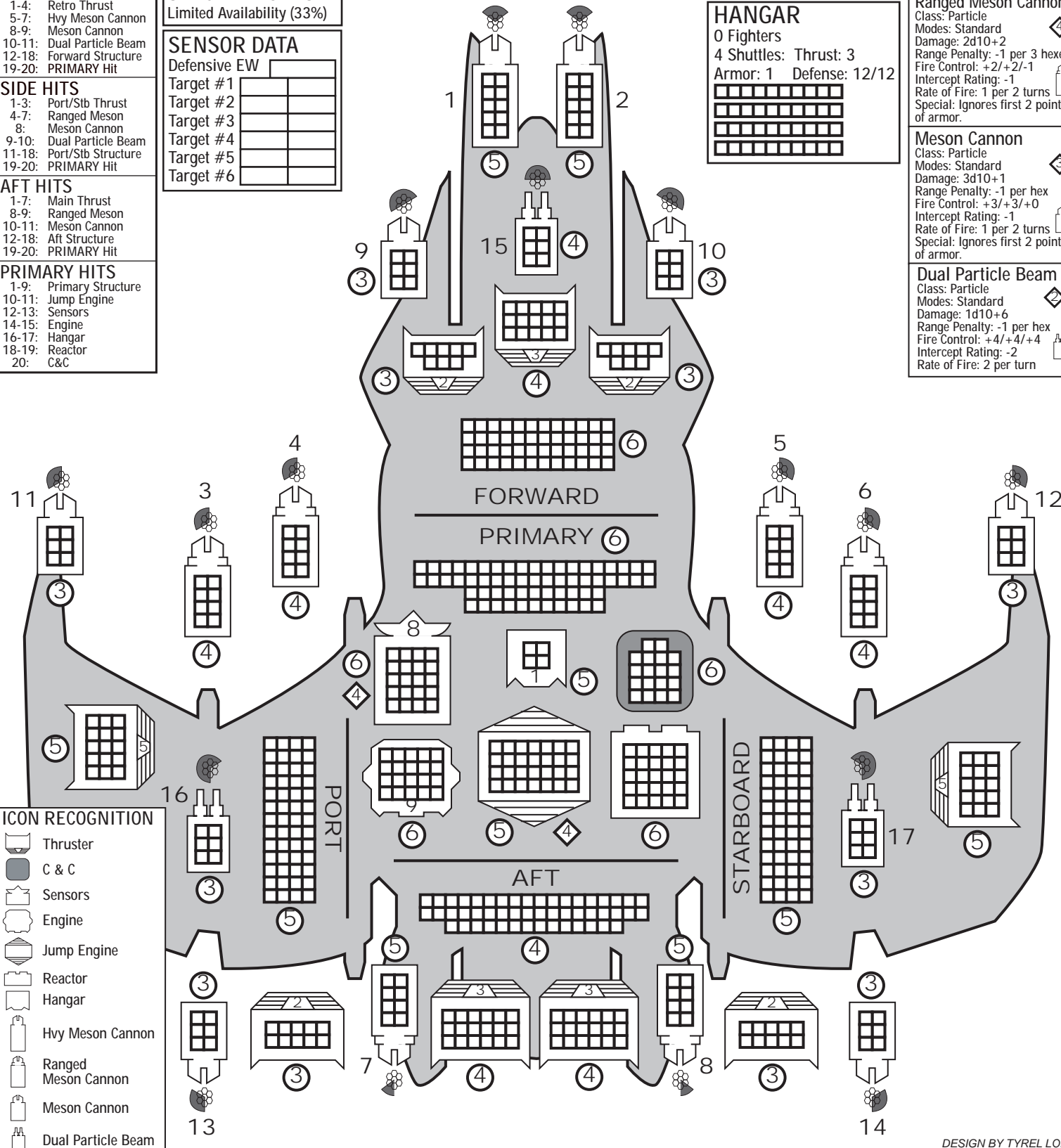
0 Fighters  
 4 Shuttles: Thrust: 3  
 Armor: 1 Defense: 12/12

- FORWARD HITS**  
 1-4: Retro Thrust  
 5-7: Hvy Meson Cannon  
 8-9: Meson Cannon  
 10-11: Dual Particle Beam  
 12-18: Forward Structure  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-3: Port/Stb Thrust  
 4-7: Ranged Meson Cannon  
 8: Meson Cannon  
 9-10: Dual Particle Beam  
 11-18: Port/Stb Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-7: Main Thrust  
 8-9: Ranged Meson Cannon  
 10-11: Meson Cannon  
 12-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-9: Primary Structure  
 10-11: Jump Engine  
 12-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C&C

**SPECIAL NOTES**  
 Limited Availability (33%)

**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
  - Hvy Meson Cannon
  - Ranged Meson Cannon
  - Meson Cannon
  - Dual Particle Beam