



# Federation Akira Strike Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 2367 Point Value: 850 Ramming Factor: 190 Warp Delay: 4 Turns	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 14 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +1
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 7 8	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

<b>WEAPON DATA</b> <b>Heavy Phaser Bank</b> Class: Molecular Mode: R, S Damage: 4d10+10 Range Penalty: -1 per 3 hexes Fire Control: +4/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 3 1 per 2 turns: 3d10+5 1 per turn: 1d10+4
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<b>FORWARD HITS</b> 1-3: Deflector Shield 4-7: Adv Photon Torpedo 8-9: Heavy Phaser 10-11: Medium Phaser 12-18: Forward Structure 19-20: PRIMARY Hit
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<b>SPECIAL NOTES</b> Gravitic Drive System Impulse Drive
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<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>SIDE HITS</b> 1-2: Impulse Thruster 3-4: Deflector Shield 5-6: Photon Torpedo 7-8: Medium Phaser 9-11: Warp Engine 12-18: Aft Structure 19-20: PRIMARY Hit
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<b>AFT HITS</b> 1-4: Impulse Thruster 5-6: Deflector Shield 7: Adv. Photon Torpedo 8: Medium Phaser 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
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<b>PRIMARY HITS</b> 1-7: Primary Structure 8: Tractor Beam 9-10: Shield Generator 11-12: Sensors 13-15: Hangar 16-17: Engine 18-19: Reactor 20: C&C
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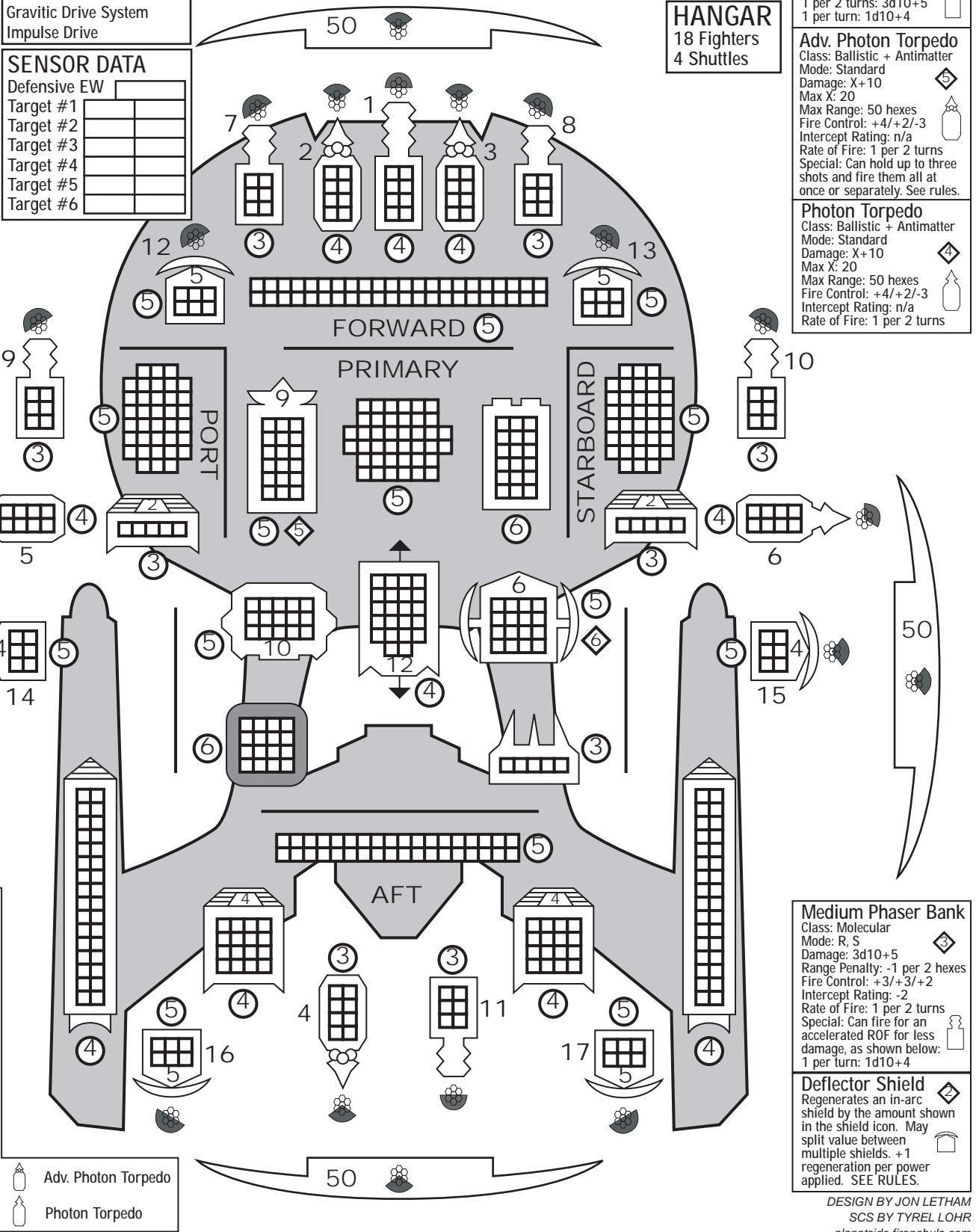
Note: Warp engines are part of both aft and appropriate side structure.

**HANGAR**  
18 Fighters  
4 Shuttles

<b>Adv. Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Can hold up to three shots and fire them all at once or separately. See rules.
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<b>Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Heavy Phaser
Adv. Photon Torpedo
Medium Phaser
Photon Torpedo



<b>Medium Phaser Bank</b> Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4
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<b>Deflector Shield</b> Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.
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