



ak-Tai Lajafa Light Carrier

SPECS

Class: Capital Ship
 In Service: 1823
 Point Value: 450
 Ramming Factor: 180
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

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.

Class-S0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

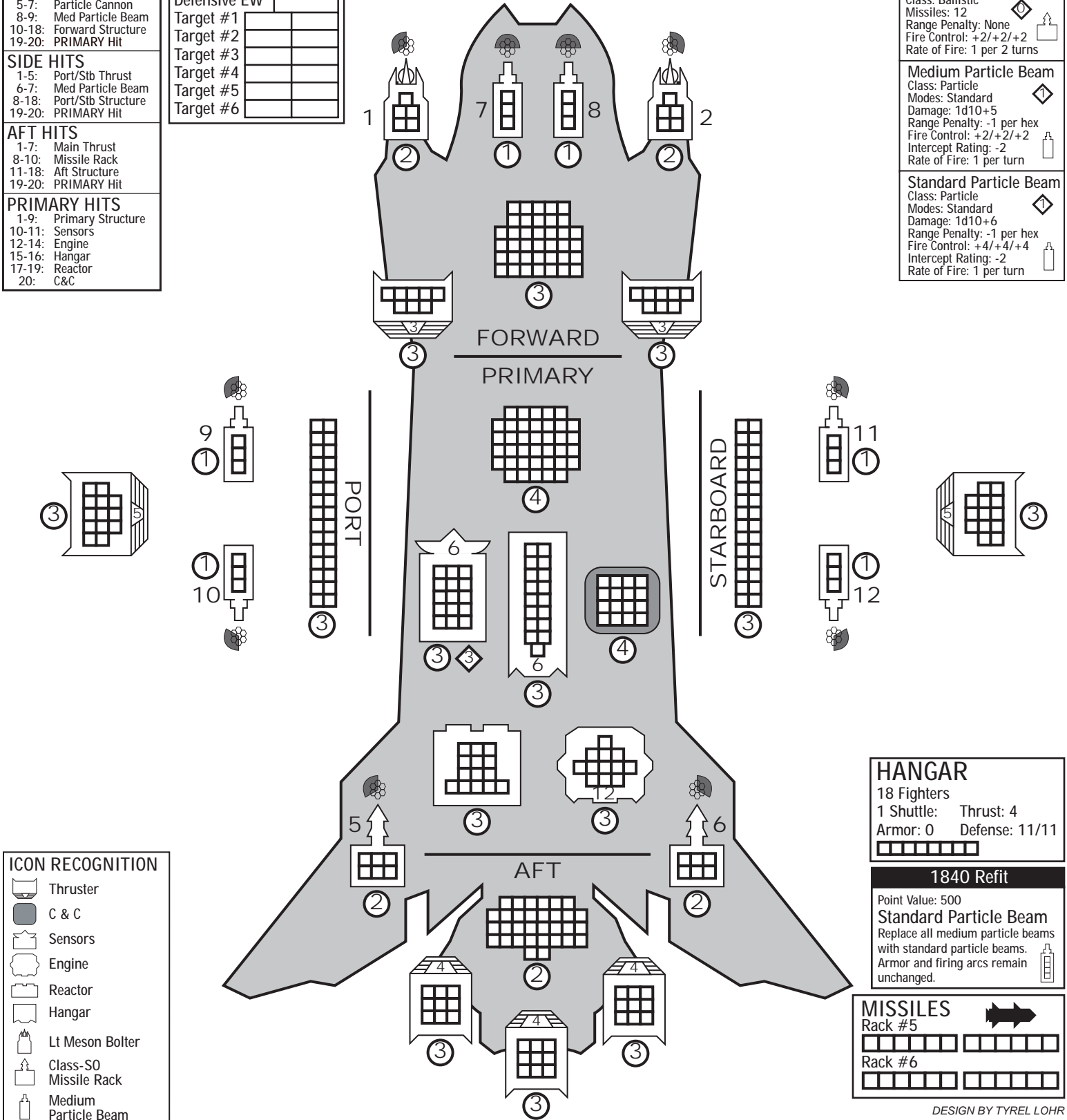
Medium Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+5
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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

FORWARD HITS	
1-4:	Retro Thrust
5-7:	Particle Cannon
8-9:	Med Particle Beam
10-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-5:	Port/Stb Thrust
6-7:	Med Particle Beam
8-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-7:	Main Thrust
8-10:	Missile Rack
11-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Structure
10-11:	Sensors
12-14:	Engine
15-16:	Hangar
17-19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #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	3	4	5	6	7	8	9	10	11	12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Meson Bolter
	Class-S0 Missile Rack
	Medium Particle Beam

HANGAR	
18 Fighters	
1 Shuttle: Thrust: 4	
Armor: 0	Defense: 11/11

1840 Refit	
Point Value: 500	
Standard Particle Beam	
Replace all medium particle beams with standard particle beams.	
Armor and firing arcs remain unchanged.	

MISSILES	
Rack #5	
Rack #6	