



ak-Tai Ulath Early Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 1807	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 480	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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	

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	
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	

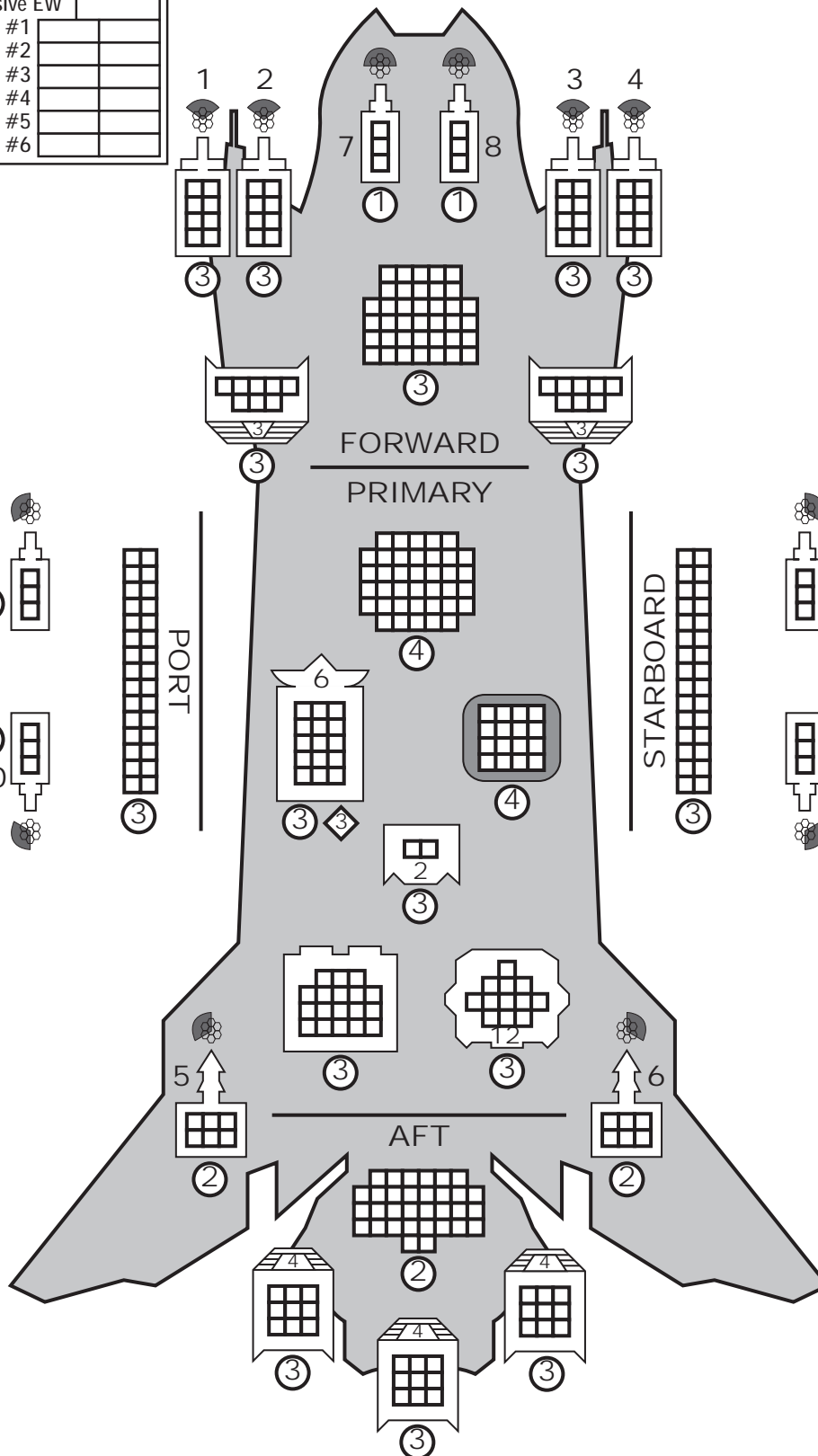
FORWARD HITS	
1-4:	Retro Thrust
5-7:	Particle Cannon
8-9:	Med Particle Beam
10-18:	Forward Structure
19-20:	PRIMARY Hit

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	



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

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 11/11	

1840 Refit	
Point Value: 525	
Standard Particle Beam	
Replace all medium particle beams with standard particle beams.	
Armor and firing arcs remain unchanged.	

MISSILES	
Rack #5	
Rack #6	