



# ak-Tai Vahssa Fast Attack Destroyer

<b>SPECS</b> Class: Hvy Combat Vsl In Service: 2019 Point Value: 525 Ramming Factor: 140 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 14 Stb/Port Defense: 11 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +7	<b>WEAPON DATA</b> <b>Heavy Meson Bolter</b> Class: Particle Modes: Standard Damage: 20 Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Ignores first 4 points of armor.																																				
<b>Speed</b> Turn Cost Turn Delay	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>1</td><td>2</td><td>2</td><td>3</td><td>4</td><td>4</td><td>5</td><td>6</td><td>6</td><td>7</td><td>8</td><td>8</td></tr> <tr><td>1</td><td>1</td><td>2</td><td>2</td><td>3</td><td>3</td><td>4</td><td>4</td><td>5</td><td>5</td><td>6</td><td>6</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	1	2	2	3	4	4	5	6	6	7	8	8	1	1	2	2	3	3	4	4	5	5	6	6	<b>HANGAR</b> 0 Fighters 1 Shuttle: Thrust: 4 Armor: 1 Defense: 11/11 [Progress Bar]	<b>Meson Accelerator</b> Class: Particle Modes: Standard Damage: 3d10+6 Range Penalty: -1 per hex Fire Control: +5/+2/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns Special: Ignores first 2 points of armor. Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4 1 per 2 turns: 2d10+5
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1	1	2	2	3	3	4	4	5	5	6	6																												
<b>FORWARD HITS</b> 1-3: Retro Thrust 4-5: Hvy Meson Bolter 6-7: Meson Accelerator 8-9: Meson Cannon 10-11: Std Particle Beam 12-18: Forward Structure 19-20: PRIMARY Hit	<b>SENSOR DATA</b> Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6	<b>PRIMARY HITS</b> 1-7: Primary Structure 8-9: Port/Stb Thrust 10-12: Sensors 13-15: Engine 16: Hangar 17-19: Reactor 20: C&C	<b>Standard Particle Beam</b> 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																																				
<b>Meson Cannon</b> 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.																																							

**FORWARD HITS**

1-3: Retro Thrust  
 4-5: Hvy Meson Bolter  
 6-7: Meson Accelerator  
 8-9: Meson Cannon  
 10-11: Std Particle Beam  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
 8-9: Meson Cannon  
 10-11: Std Particle Beam  
 12-18: Aft Structure  
 19-20: PRIMARY Hit

**PRIMARY HITS**

1-7: Primary Structure  
 8-9: Port/Stb Thrust  
 10-12: Sensors  
 13-15: Engine  
 16: Hangar  
 17-19: Reactor  
 20: C&C

**SENSOR DATA**

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

**HANGAR**

0 Fighters  
 1 Shuttle: Thrust: 4  
 Armor: 1 Defense: 11/11  
 [Progress Bar]

**Standard Particle Beam**

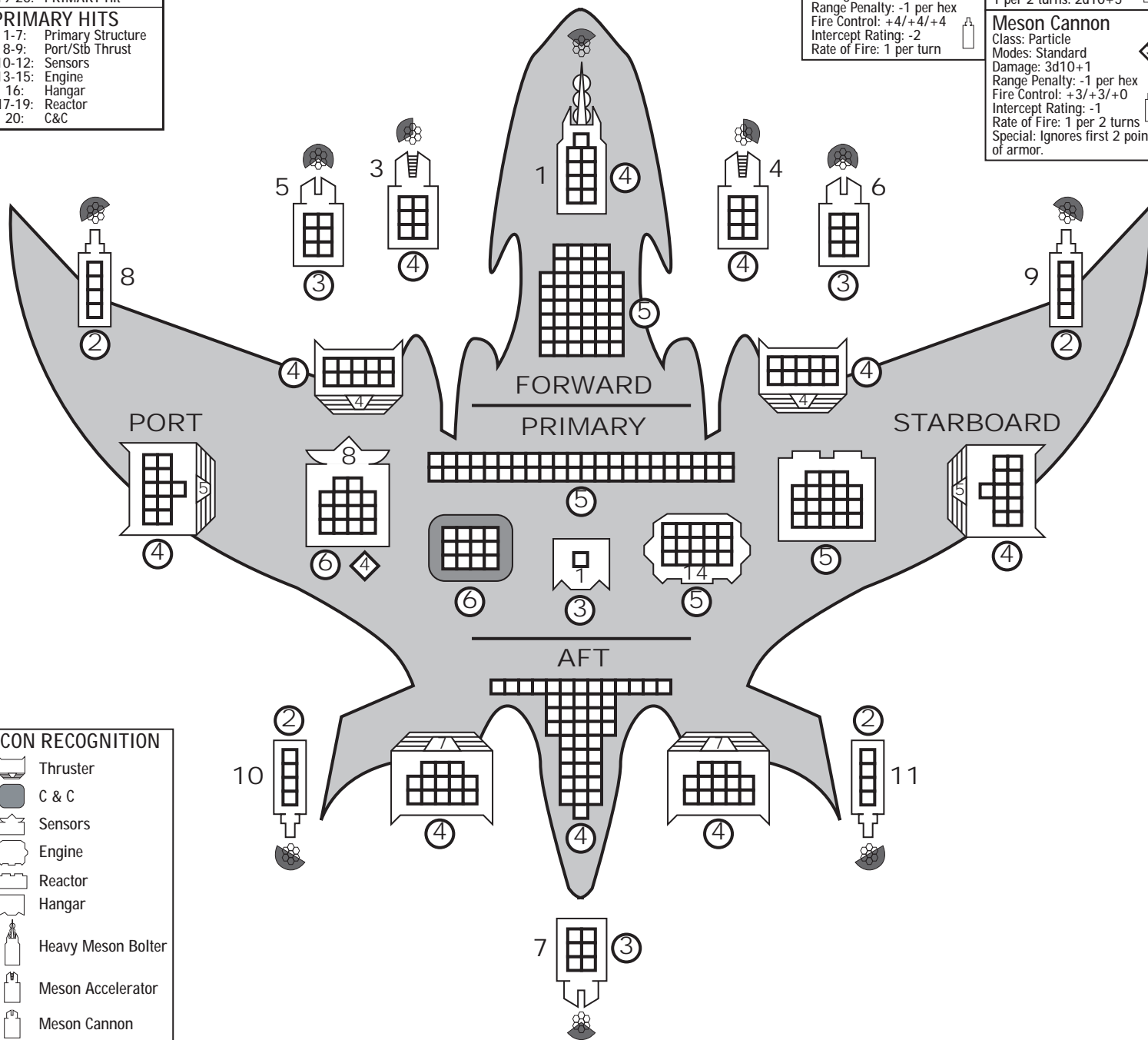
Class: Particle  
 Modes: Standard  
 Damage: 1d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Meson Accelerator**

Class: Particle  
 Modes: Standard  
 Damage: 3d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +5/+2/-1  
 Intercept Rating: -1  
 Rate of Fire: 1 per 3 turns  
 Special: Ignores first 2 points of armor. Can fire at an accelerated ROF for less damage, as shown below:  
 1 per turn: 1d10+4  
 1 per 2 turns: 2d10+5

**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.



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Meson Bolter
- Meson Accelerator
- Meson Cannon
- Std Particle Beam