



Federation Akira Strike Cruiser

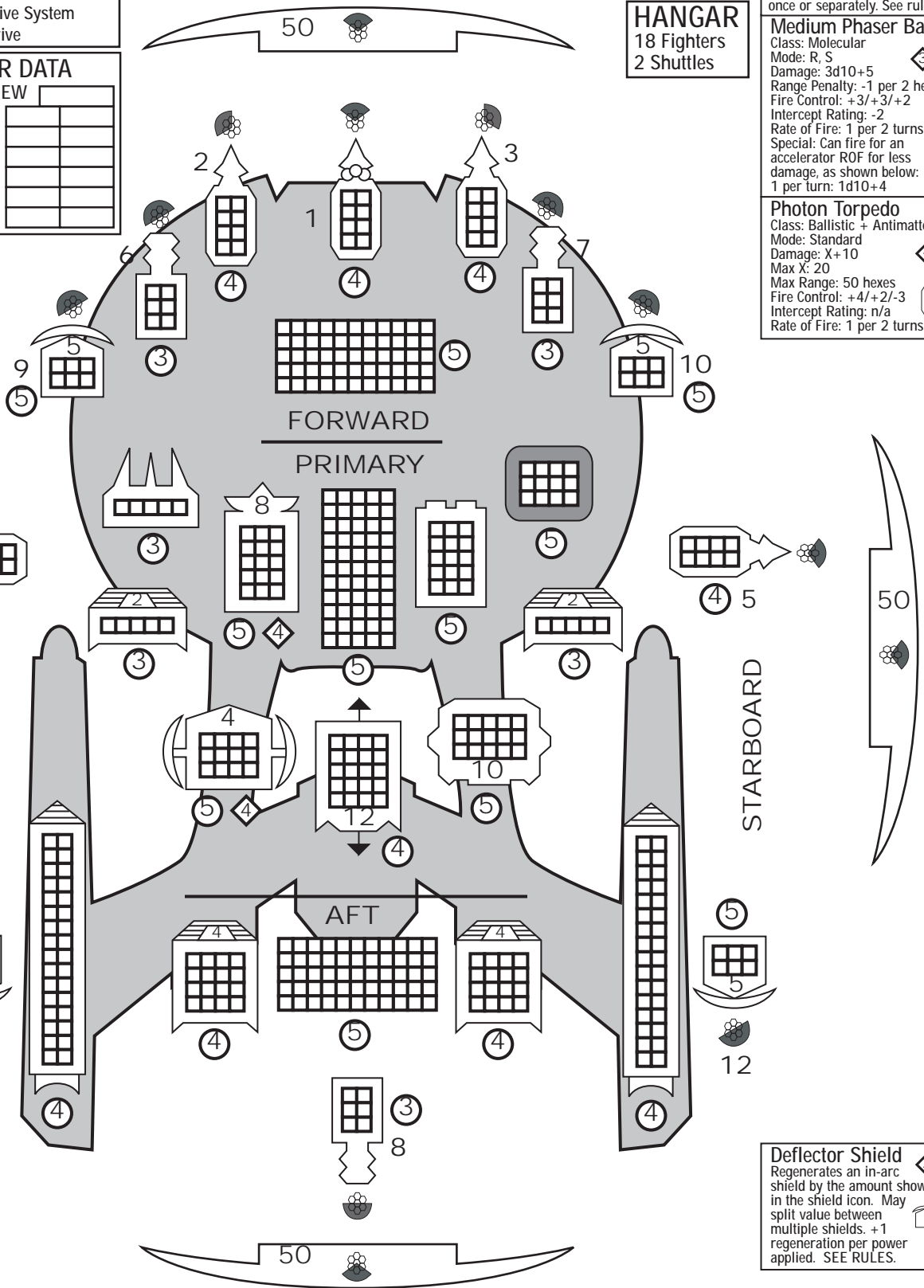
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2367 Point Value: 650 Ramming Factor: 170 Warp Delay: 4 Turns	Turn Cost: 2/3 Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +7
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	

WEAPON DATA	
Adv. Photon Torpedo 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.	
Medium Phaser Bank 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 accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4	
Photon Torpedo 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	

FORWARD HITS	
1-3: Deflector Shield	
4-5: Adv Photon Torpedo	
6-8: Photon Torpedo	
9-10: Medium Phaser	
11-18: Forward Structure	
19-20: PRIMARY Hit	
AFT HITS	
1-5: Impulse Thruster	
6-7: Deflector Shield	
8: Medium Phaser	
9-12: Warp Engine	
13-18: Aft Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-8: Primary Structure	
9-10: Impulse Thruster	
11: Tractor Beam	
12-13: Shield Generator	
14-14: Sensors	
15-17: Hangar	
18: Engine	
19: Reactor	
20: C&C	

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
18 Fighters
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Adv. Photon Torpedo
	Photon Torpedo

Deflector Shield
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.