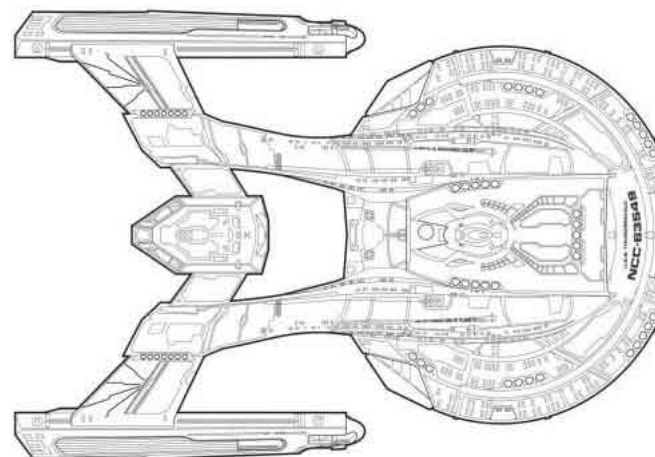
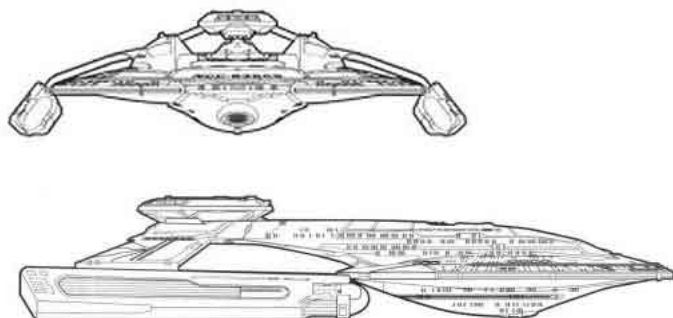


Akira Class Attack Cruiser



RACE: United Federation of Planets
OVERALL COMBAT RATING: 199.5

Ships have 5 points of ablative armor in all locations except the superstructure. The superstructure has 10 points of ablative armor.

All phasers are collimator mounts.

General Ship Data	
Size Class:	II
Damage Control Points:	10
Superstructure Points:	75
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	C
Stress Charts:	D/E

Cloaking Cost:	N/A
Rating:	

Crew Data	
Crew:	420
Troops:	140
Transports (6-man):	5
Transports (20-man):	2

Power Data	
Left Warp Engine Output:	42
Right Warp Engine Output:	42
Impulse Engine Output:	32
Total Power Available:	116
Warp Rating:	15

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	8
Firing Arcs:	6 300 Degree, 2 360 Degree
Firing Chart Column:	AA
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	(+3) (0-10) (+2) (11-20) (+1) (21-30)

Missile Weapon Type:	Photon Torpedo
Number of Weapons:	4
Firing Arcs:	4 f/a
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Movement Data	
Impulse Movement Ratio:	4/1
Thruster Movement Ratio:	3/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

Shield Data	
Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	7
Minimum Damage #:	50
Maximum Absorption:	210
(per shield, per volley)	

Evasive Manuevers Data	
Maneuverability:	3 (+25%)

Ship Rating Information:	
Defensive Rating:	256
Offensive Rating:	77.93

Next Generation Era