

Kastona Variant (Uncommon/Rare after Y2010)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Lystala Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 1995
Point Value: 400
Ramming Value: 180
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (15)
Stb/Port Defense: 16 (15)
Engine Efficiency: 3/1
Extra Power: +0
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	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Light Fighters
1 Shuttles Thrust: 3
Armor: 1 Defense: 9/9



ARMOR REFIT

System 1995 2025

Shield Generator 5 6
Jump Engine 4 5

SENSOR REFIT

Sensor Rating 5 6

FORWARD HITS

1-4: Retro Thrust
5-6: Laser Cutter
7: Imp Comm Jammer
8-9: Sensor Spear
10-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Gravitic Shield
7-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Gravitic Shield
7-8: Lt Particle Beam
9-10: Jump Engine
11-17: Aft Structure
18-20: PRIMARY Hit

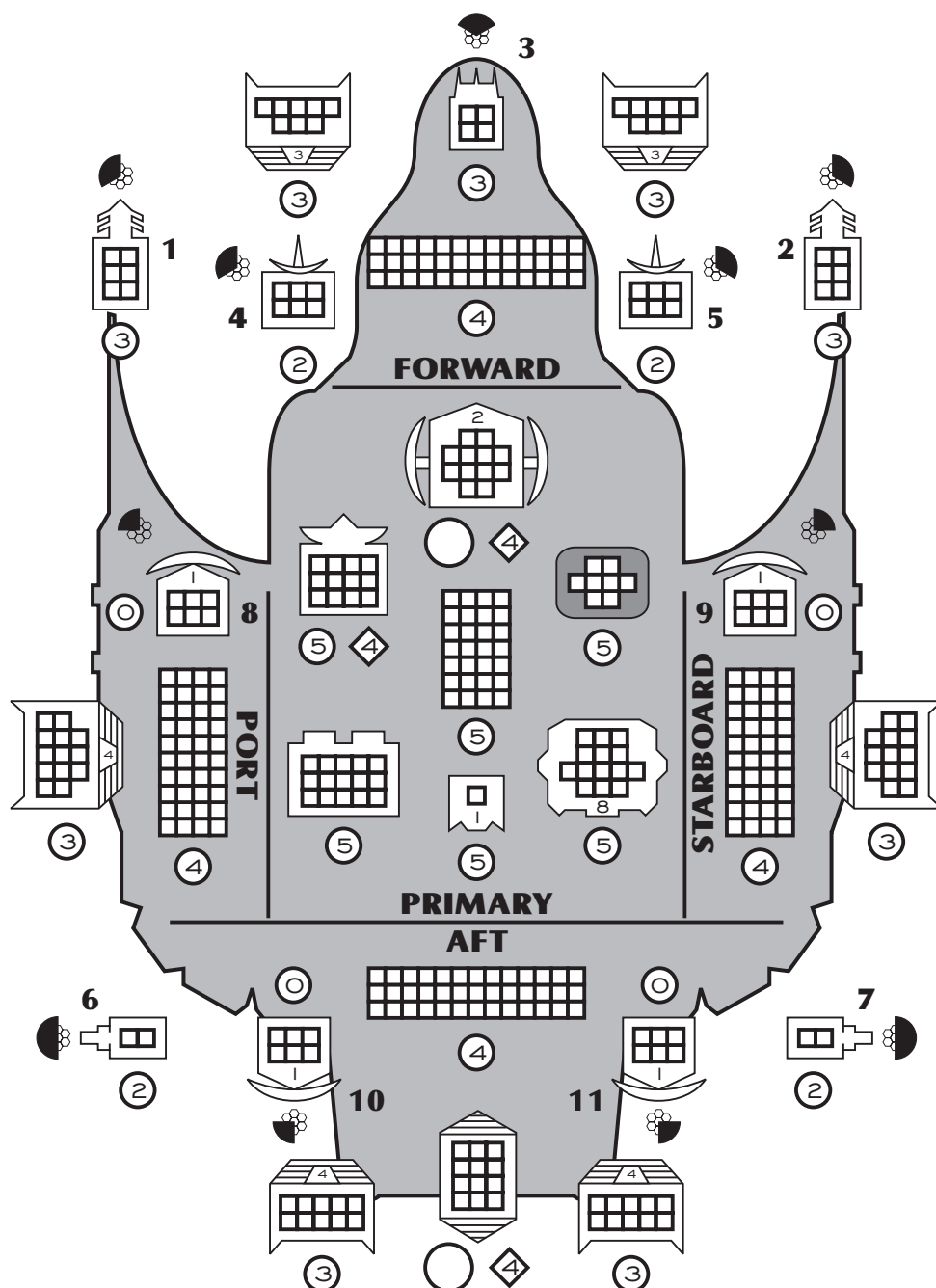
PRIMARY HITS

1-9: Primary Structure
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Sensor Spear
- Imp Comm Jammer
- Gravitic Shield
- Light Particle Beam

WEAPON DATA

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Sensor Spear
Class: Electromagnetic
Modes: Standard
Damage: 1d3 Sensor
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Subtracts 1d3 from targets sensors for next turn.

Imp. Com Jammer
Class: Electromagnetic
Modes: Standard
Damage: 1d6 Initiative
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from targets initiative for next turn.

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active

Sensor Spike
Class: Electromagnetic
Modes: Standard
Damage: 1d6 Sensor
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Subtracts 1d6 from targets sensors for next turn.

2025 Refit

Point Value: 415
Sensor Spike
Replace all sensor spears with sensor spikes. Armor and firing arcs remain unchanged.