



# Abbai Pilinic Blockade Runner



## SPECS

Class: Medium Ship  
In Service: 2231  
Point Value:  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

Turn Cost/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Def: 13 (10)  
Stb/Port Defense: 15 (12)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

## WEAPON DATA

Quad Array  
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 4 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.

Particle Impeder  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Not Available

FORWARBITS
1-4Retro Thrust
5-6Gravitic Shield
7-8Particle Impeder
9-11Quad Array
12-17Structure
18-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8Gravitic Shield
9-10Particle Impeder
11-16Structure
17-20PRIMARY Hit
PRIMARY HITS
1-7Port/Stb Thrust
8-9Shield Generator
10-12Sensors
13-15Engine
16Hangar
17-18Reactor
19-20C & C

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

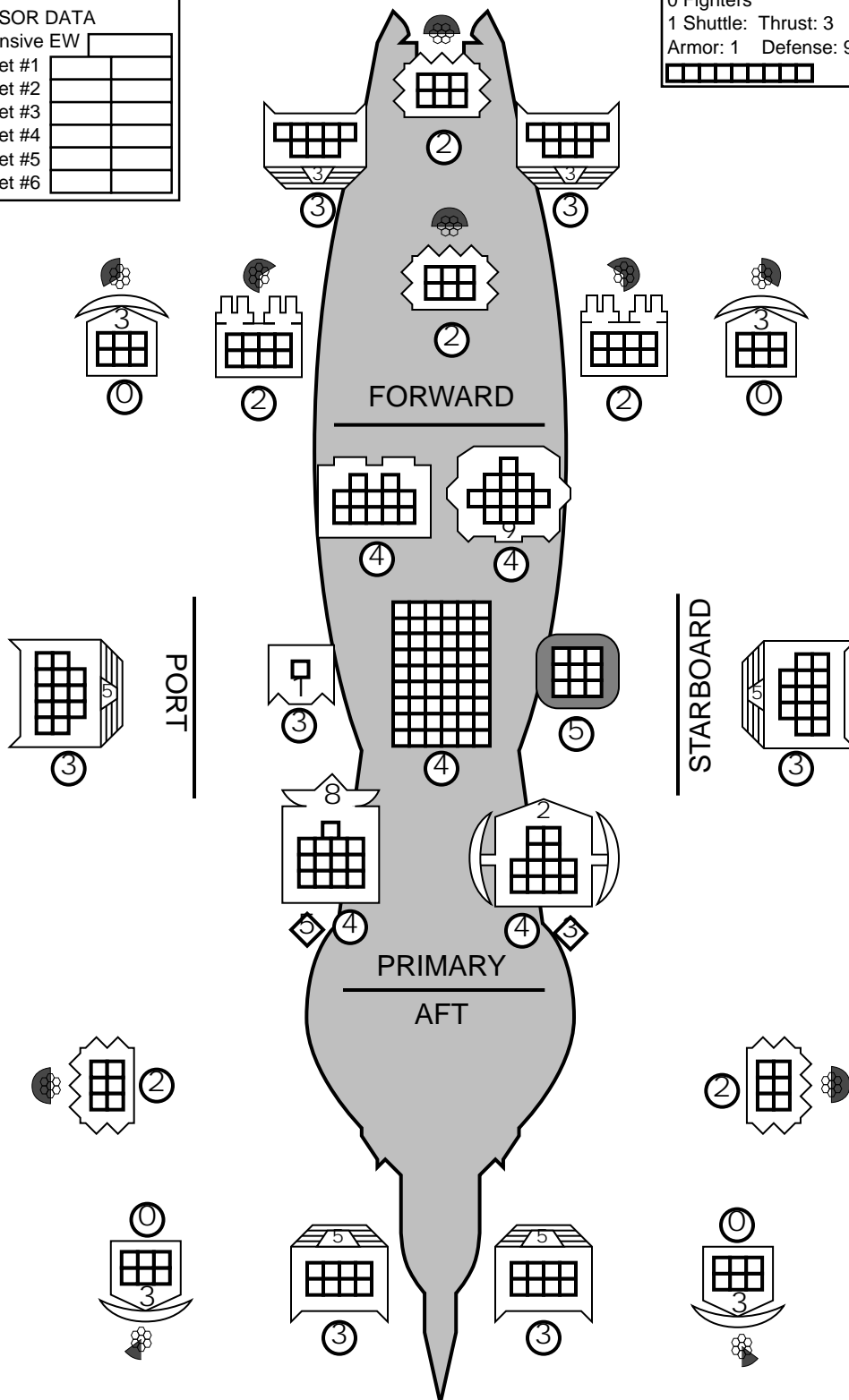
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 9/9



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Quad Array
- Particle Impeder
- Gravitic Shield