

Abbai Allanti Freighter

SPECS

Class: Capital Ship
In Service: 2235
Point Value: 425
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17 (15)
Stb/Port Defense: 17 (15)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

Particle Impeder

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

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.

FORWARD HITS

1-5: Retro Thrust
6-7: Gravitic Shield
8-10: Quad Array
11-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Gravitic Shield
6-7: Particle Impeder
8-12: Cargo
13-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Quad Array
11-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Shield Generator
10-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

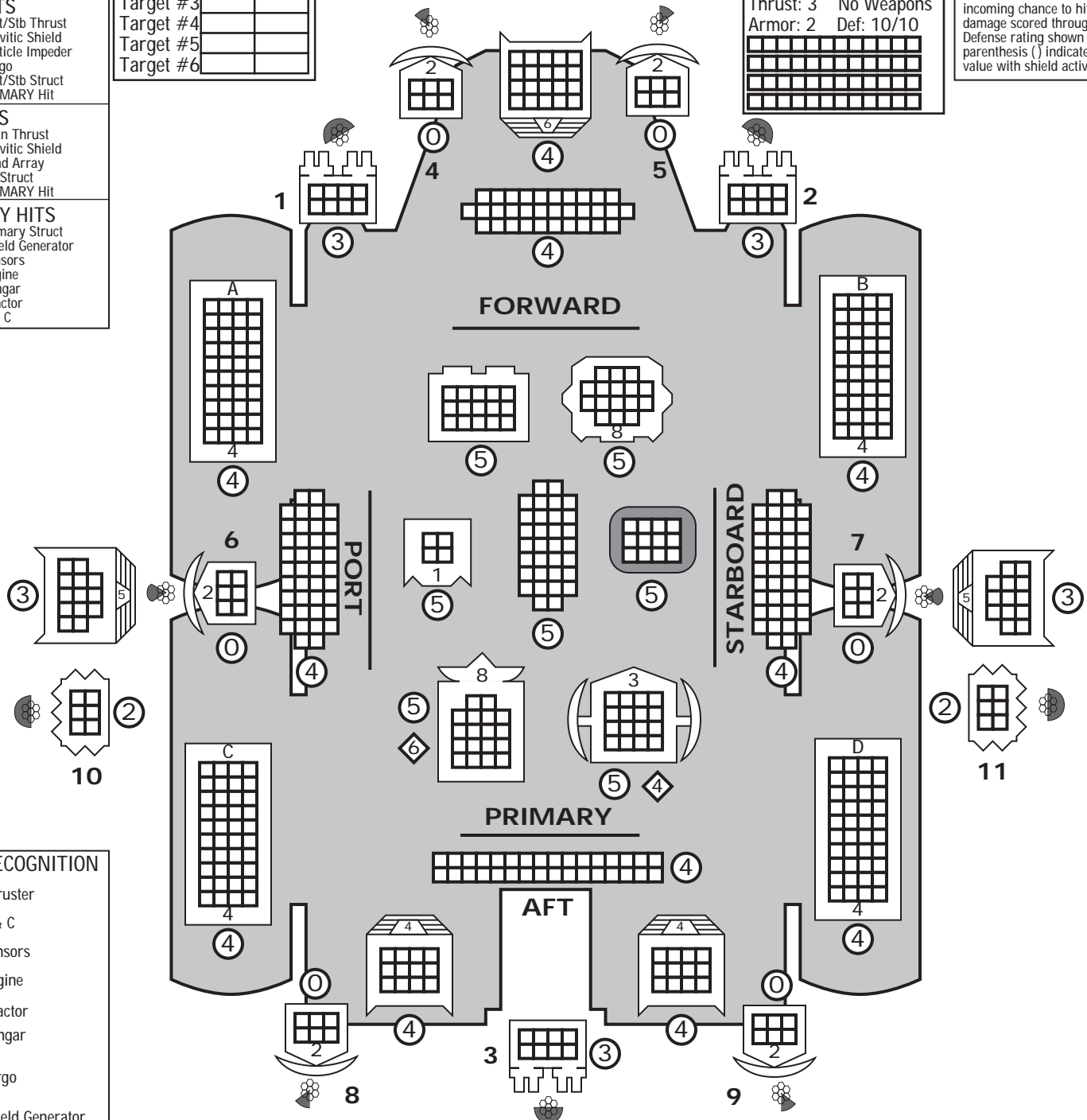
HANGAR

0 Fighters

4 Cargo Shuttles:

Thrust: 3 No Weapons

Armor: 2 Def: 10/10



ICON RECOGNITION

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