



Abbai Selatra Shield Base

SPECS

Class: Enormous Base
In Service: 1989
Point Value: 2750
Ramming Value: 570
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20 (18)
Stb/Port Defense: 20 (18)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

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

Medium Laser
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

SECTION HITS

1: Medium/Assault Laser
2: Laser Cutter/Assault Laser
3-4: Lt. Particle Beam
5: Sensor Spear
6: Gravitic Shield
7-8: Cargo
9-10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

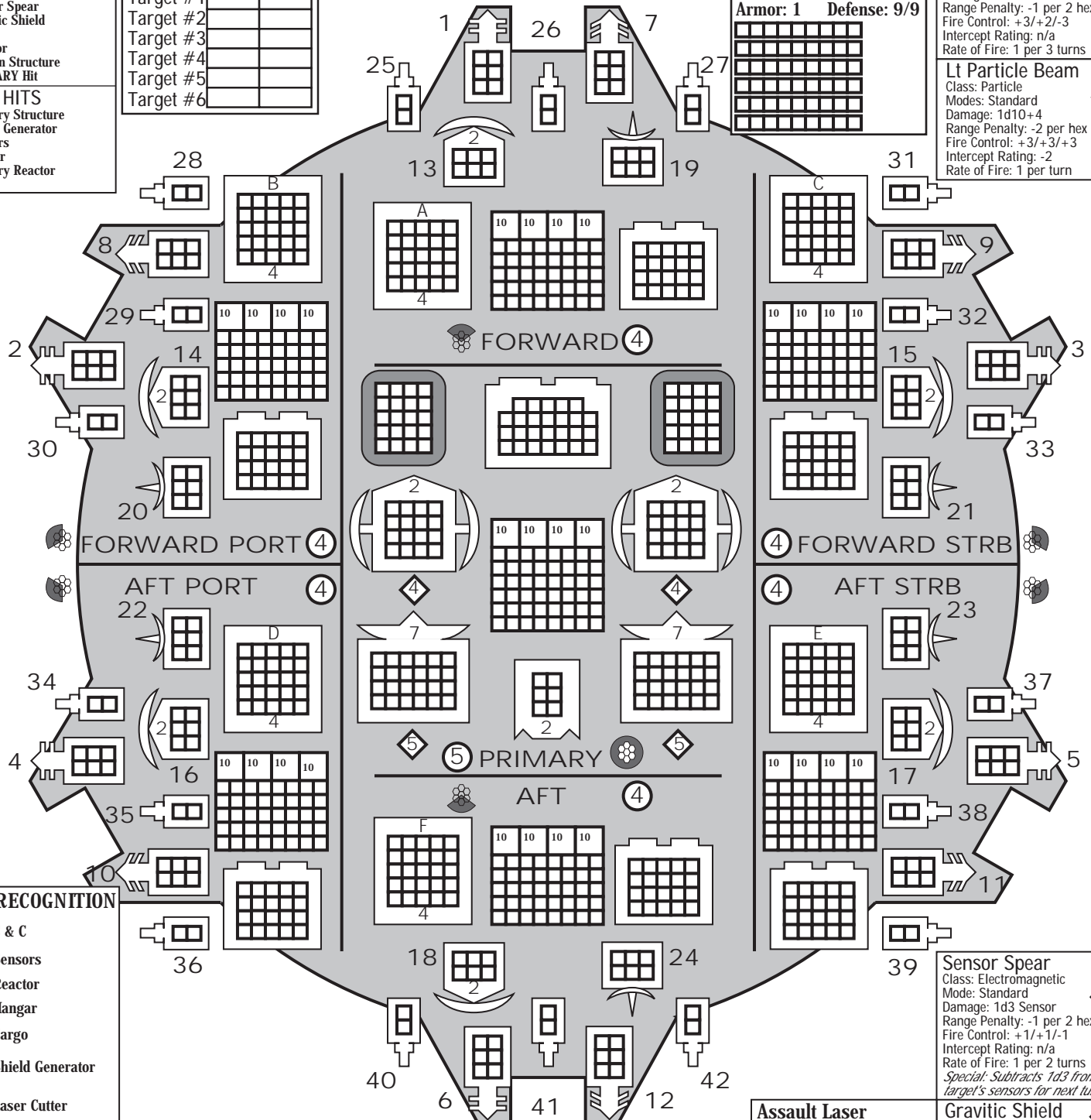
Target #6

HANGARS

0 Fighters

6 Shuttles: Thrust:3

Armor: 1 Defense: 9/9



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Shield Generator
- Laser Cutter
- Sensor Spear
- Med Laser Cannon
- Gravitic Shield
- Light Particle Beam

2020 Refit

Point Value: 3000
1. Replace all Medium Laser and Laser Cutters with Assault Lasers.

Assault Laser

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

Sensor Spear

Class: Electromagnetic
Mode: 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 target's sensors for next 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.