



Version 2: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Abbai Miliani Carrier

## SPECS

Class: Capital Ship  
In Service: 2230  
Point Value: 500  
Ramming Factor: 170  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 16 (13/14)  
Stb/Port Defense: 16 (13)  
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

## WEAPON DATA

**Combat Laser**  
Class: Laser  
Mode: Piercing  
Damage: 3d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Shots at fighters are resolved in standard (not piercing) mode*

**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

1-4: Retro Thrust  
5-6: Gravitic Shield  
7: Combat Laser  
8-9: Particle Impeder  
10-11: Quad Array  
12-17: Forward Struct  
18-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Gravitic Shield  
8-9: Quad Array  
10-12: Hangar  
13-17: Port/Stb Struct  
18-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

1-8: Primary Struct  
9-10: Shield Generator  
11-13: Sensors  
14-16: Engine  
17-18: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

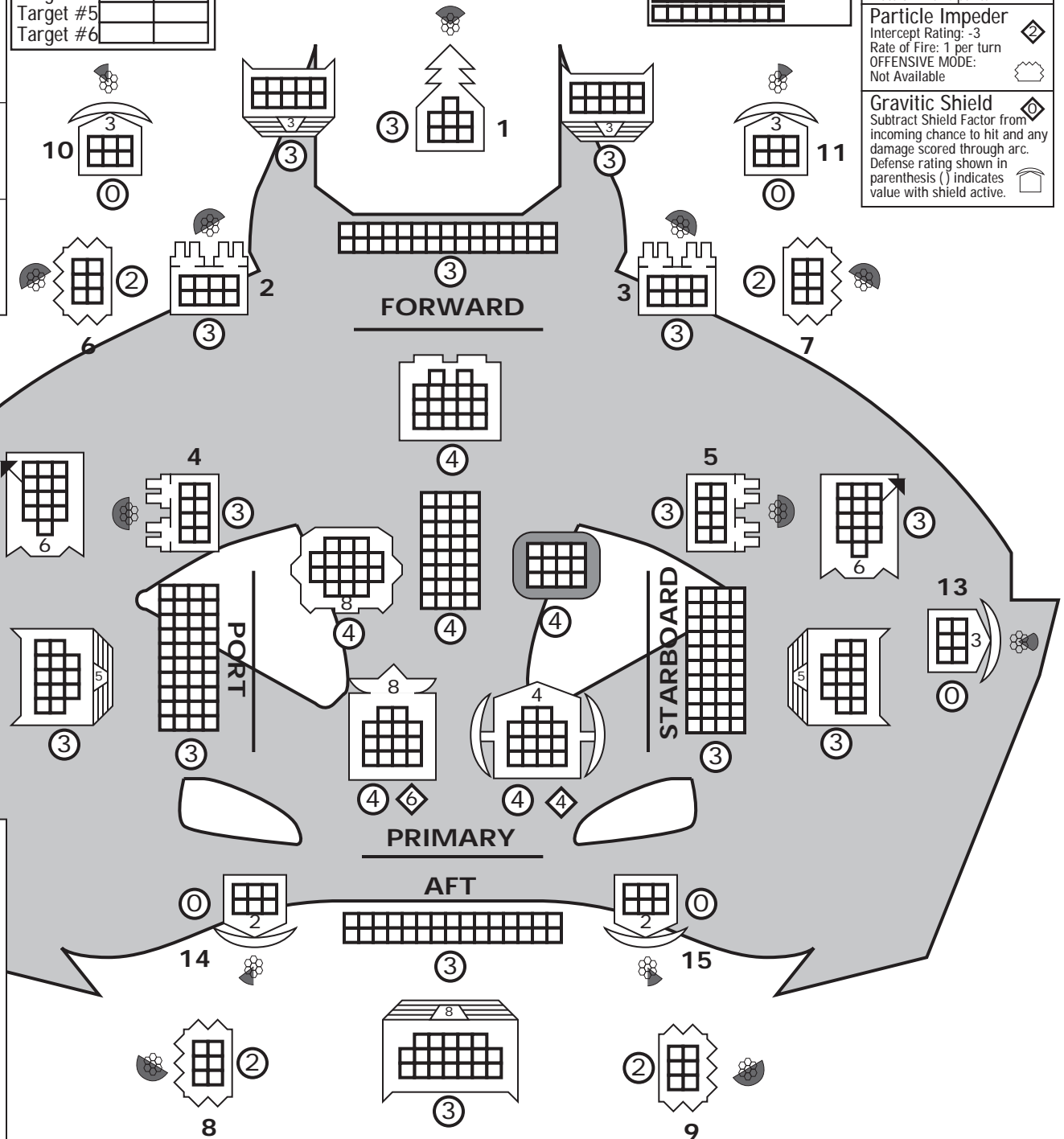
Target #6

## HANGARS

12 Ftrs, 1 Shuttle Each

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



## ICON RECOGNITION

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