

Lakara Variant (Uncommon)
Common after 2271

Name: _____ Counter: _____



Abbai Lakara Advanced Cruiser

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 825
Ramming Factor: 200
Jump Delay: 32 Turns

MANEUVERING


Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+2 Thrust
Roll Cost: 3+1 Thrust


COMBAT STATS

Fwd/Aft Defense: 17 (14)
Stb/Port Defense: 15 (12)
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Combat Lance 
Class: Laser
Mode: Sustained / Piercing
Damage: 5d10+30
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Can fire as two Combat lasers at the same or different targets.

Adv. Quad Array 
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 4 per turn
Special: Will not overheat

Imp Particle Impeder 
Intercept Rating: -4
Rate of Fire: 2 per turn
OFFENSIVE MODE:
Not Available

Imp. Laser Cutter 
Class: Laser
Modes: Raking (8)
Damage: 4d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can rake flights of fighters if any hits are repeated with the same shot ignore armor

FORWARD HITS

- 1-3: Retro Thrust
- 4: Gravitic Shield
- 5: Combat Lance
- 6-7: Imp. Laser Cutter
- 8-10: Adv. Quad Array
- 11-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Gravitic Shield
- 5-9: Adv. Quad Array
- 10: Imp Particle Impeder
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6: Gravitic Shield
- 7-13: Jump Drive
- 14-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

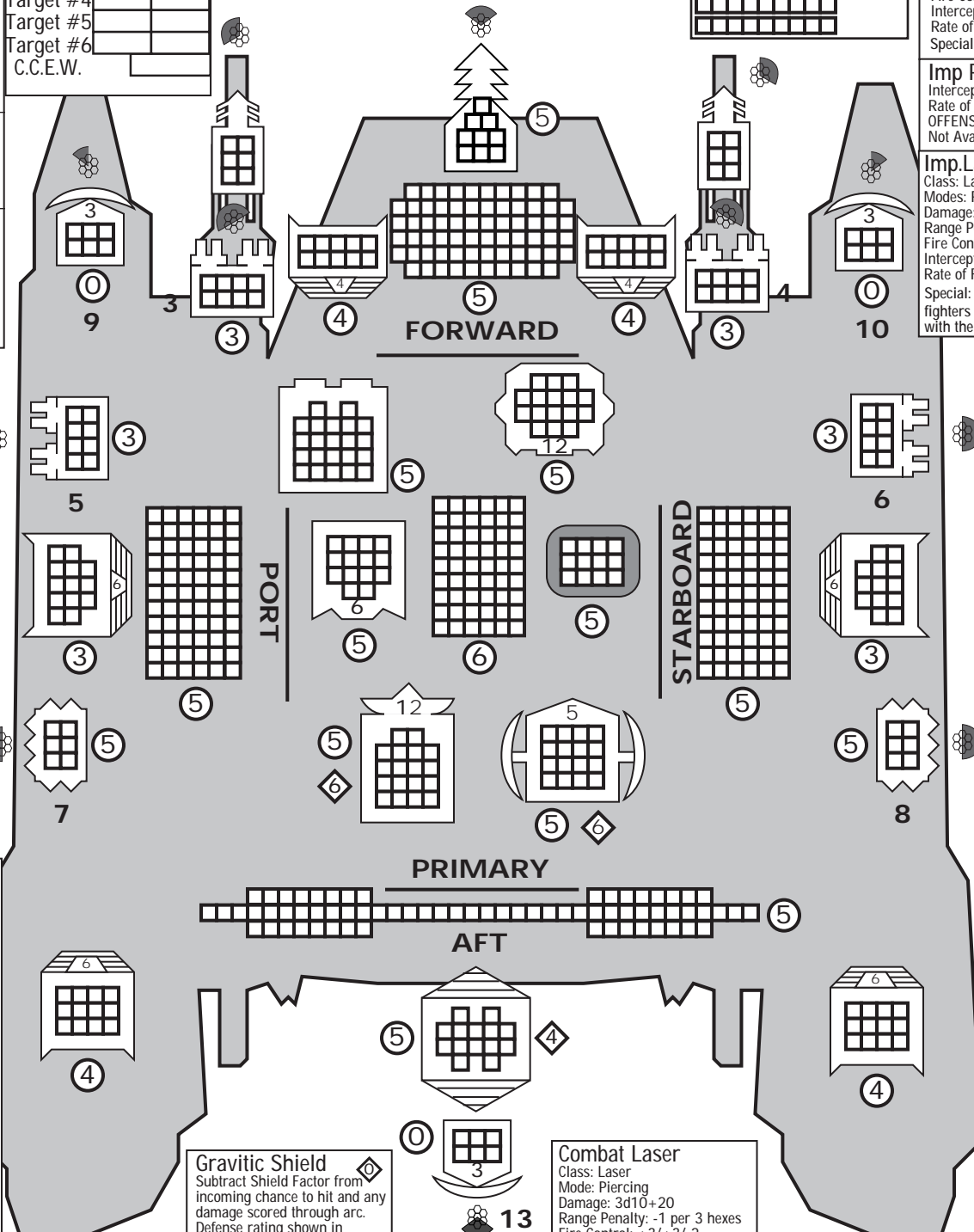
C.C.E.W.

HANGAR














12 Fighters


2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Shield Generator
-  Adv. Laser Cutter
-  Combat Lance
-  Quad Array
-  Particle Impeder
-  Gravitic Shield

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.

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