

Abbai Benota Fast Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 1920
Point Value: 365
Ramming Value: 90
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (11/10)
Stb/Port Defense: 15 (14)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

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

HANGAR

0 Fighters
1 Shuttles Thrust: 3
Armor: 1 Defense: 9/9
[7 empty slots]

SENSOR REFIT

Sensor Rating 4 5 5

SHIELD REFIT

P/S Gravitic Shield Rating 1 1 2

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Particle Beam (2-7)
7-8: Laser Cutter/Assault Laser
9-10: Gravitic Shield
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Gravitic Shield
10-11: Lt Particle Beam (4-7)
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Port/Stb Thrust
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW []

Target #1 []

Target #2 []

Target #3 []

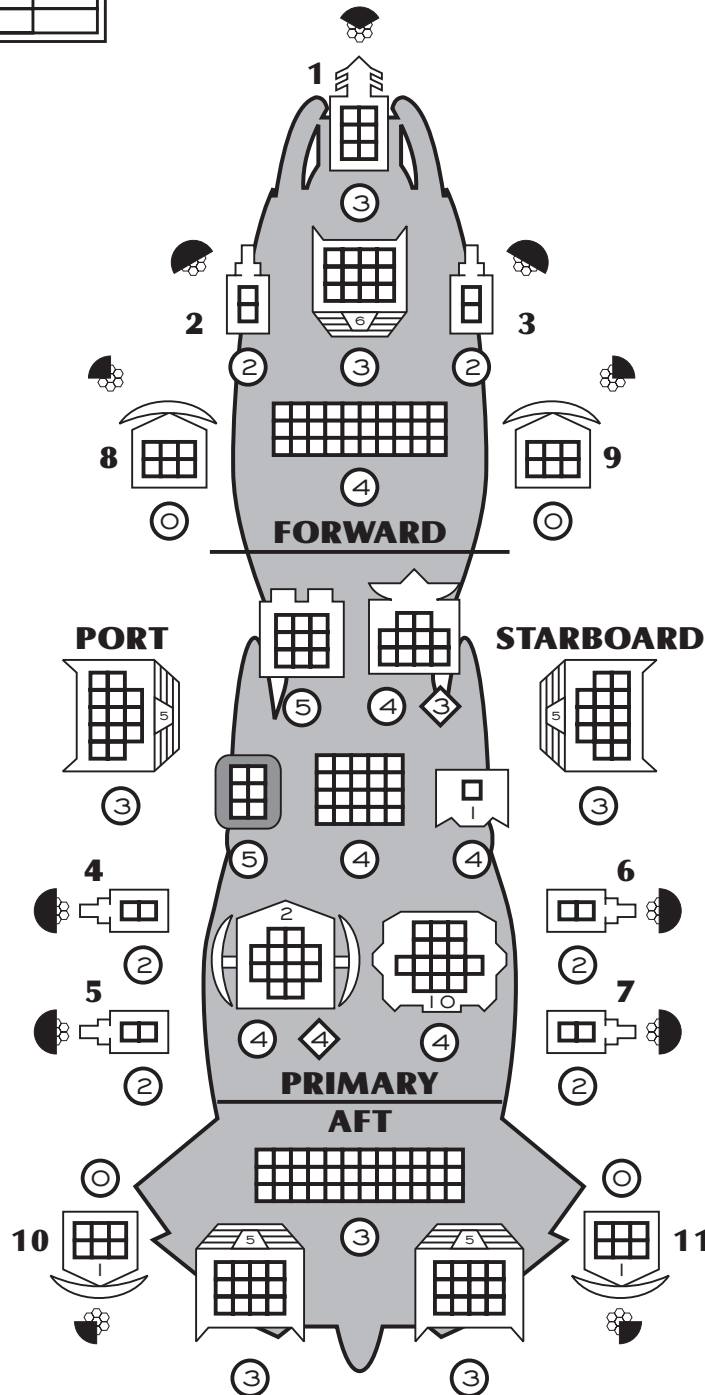
Target #4 []

Target #5 []

Target #6 []

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam



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

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

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

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

2017 Refit

Point Value: 380

1. Replace Laser Cutter 1 with Assault Laser 1.



2030 Refit

(includes 2017 Refit)

Point Value: 400

1. Modify Gravitic Shield Arc as follows.

