

INITIATIVE

SPEED

Name: Counter:

# Abbai Nasati Mineswapper

## SPECS

Class: Hvy Combat Vsl  
In Service: 2233  
Point Value: 475  
Ramming Factor: 125  
Jump Delay: n/a

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 16 (14)  
Stb/Port Defense: 15 (13)  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

## SPECIAL NOTES:

Minesweeping Bonus: +4

## 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 chances to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

## FORWARD HITS

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

## AFT HITS

1-5: Main Thrust  
6-7: Gravitic Shield  
8-9: Quad Array  
10-11: Particle Impeder  
11-17: Aft Struct  
18-20: Primary Hit

## PRIMARY HITS

1-6: Primary Struct  
7-8: Shield Generator  
9-10: Cargo  
11-12: Port/Stb Thrust  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

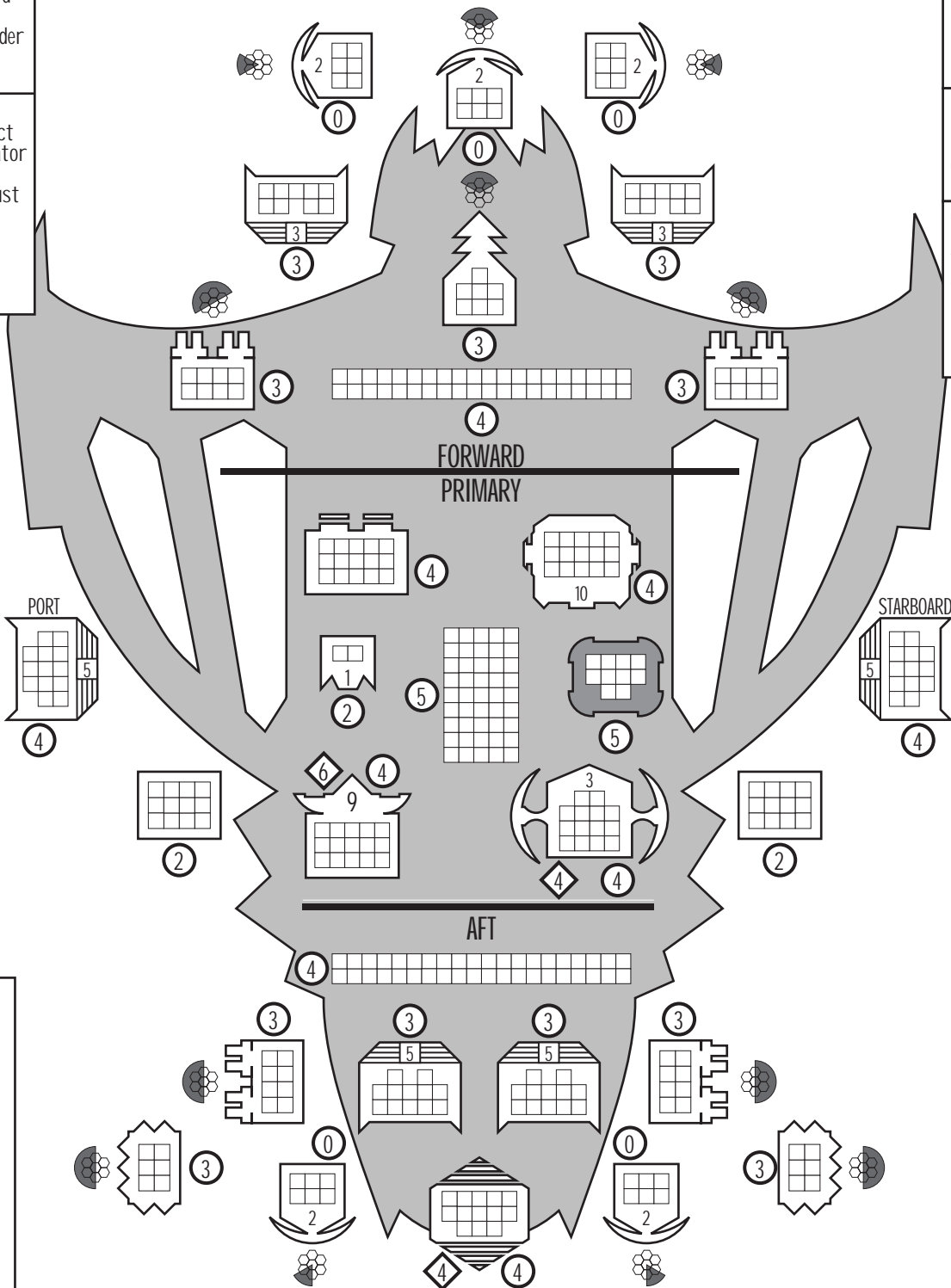
Target #3

Target #4

Target #5

Target #6

## TURN DELAY



## ICON RECOGNITION

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

## hangar

0 Fighters  
2 Shuttles: Thrust: 6  
Armor: 0 Defense: 9/9