

Abbai Motenai Heavy Mine Layer

SPECS

Class: Capital Ship
In Service: 1935
Point Value: 600
Ramming Value: 230
Jump Delay: 32 Turns

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (17)
Stb/Port Defense: 16 (15)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shields
7: Laser Cutter/Assault Laser
8-10: Ballistic Mine Launcher (2-7)
11-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: Gravitic Shield
5-6: Lt Particle Beam
7-8: Ballistic Mine Launcher (2 or 7)
9-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Gravitic Shield
8-11: Jump Engine
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Sensors
10-12: Shield Generator
13-15: Hangar
16: Engine
17-18: Reactor
19-20: C & C

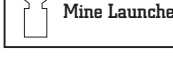
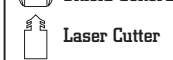
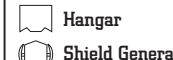
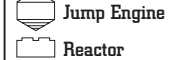
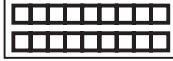
HANGAR

0 Fighters
2 Shuttles Thrust: 3
Armor: 1 Defense: 9/9



6 Minesweeping Shuttles

Offense: +4 Thrust: 3
Armor: 2 Defense: 9/9



SPECIAL NOTES

Limited Deployment (33%)
Minesweeper Bonus

SENSOR DATA

Defensive EW	1	2	3	4	5	6	7	8	9	10	11	12
Target #1												
Target #2												
Target #3												
Target #4												
Target #5												
Target #6												

ARMOR REFIT

System	1935	1980	2025
Structure	3	4	4
Jump Engine	4	5	5

SENSOR REFIT

Sensor Rating	5	6	6
Minesweeping Bonus	3	3	4

SHIELD REFIT

Shield Generator Rating	3	4	4
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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

Mine Launcher

Class: Ballistic
Modes: Proximity
Damage: By mine type
Maximum Range: 20 hexes
Range Penalty: None
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 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

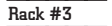
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active

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

BALLISTIC MINES

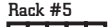
Rack #2



Rack #3



Rack #4



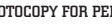
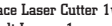
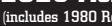
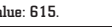
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Rack #6

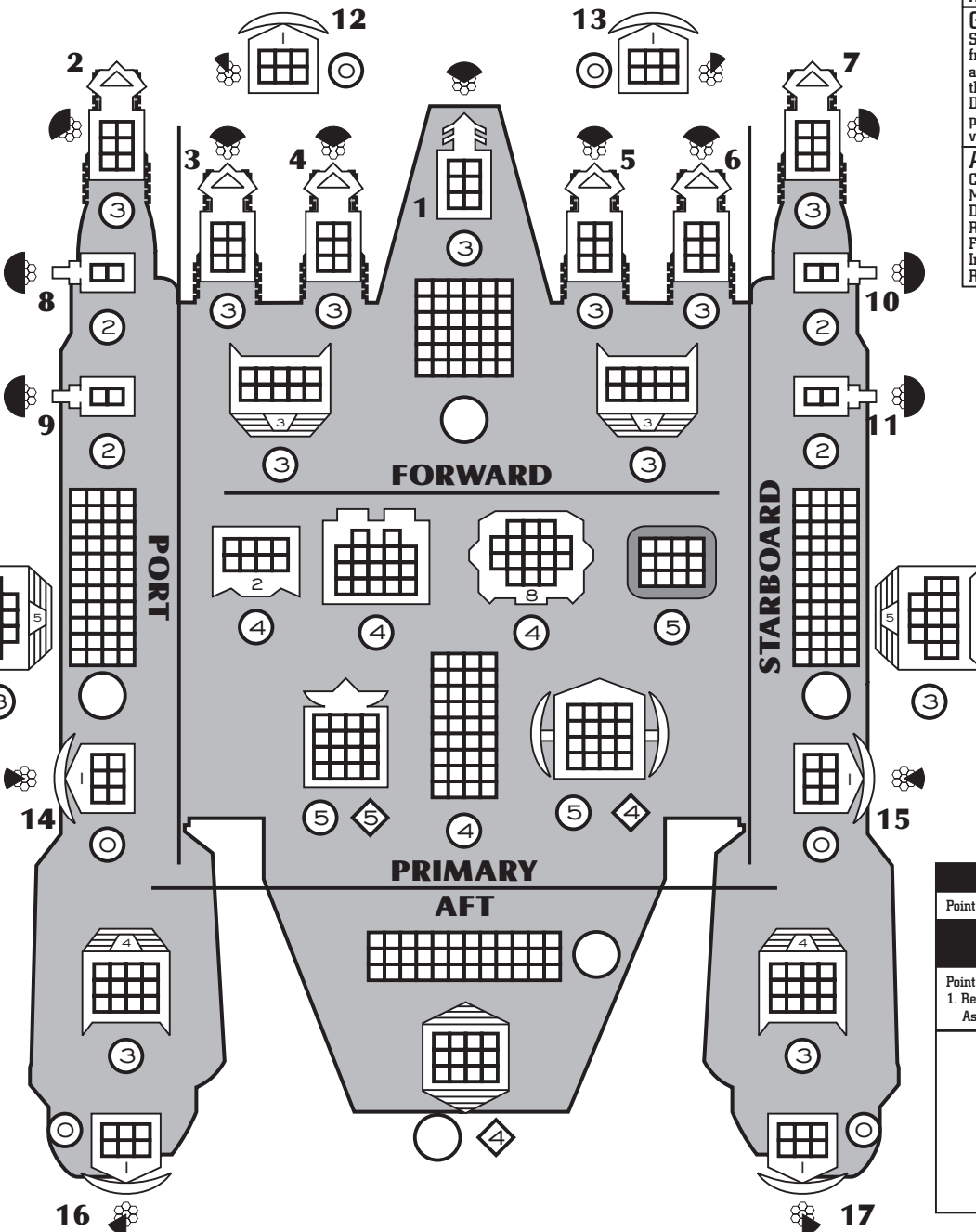


Rack #7



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam
- Mine Launcher



1980 Refit

Point Value: 615.

2025 Refit

(includes 1980 Refit)

Point Value: 625

1. Replace Laser Cutter 1 with Assault Lasers 1.

