

Lakara Variant (Rare 2232-2254/Unique)

Version 1: 2E/GM

Name: _____ Counter: _____



Abbai Mikatha Guardian Cruiser

SPECS

Class: Capital Ship
In Service: 2232
Point Value: 800
Ramming Factor: 210
Jump Delay: 36 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: 17 (14)
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

HANGAR

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



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
- 7-8: Combat Laser
- 9: Quad Array
- 10-11: Particle Impeder
- 12-17: Forward Struct
- 18-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Gravitic Shield
- 5-6: Combat Laser
- 7-8: Quad Array
- 9-17: Port/Stb Struct
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Gravitic Shield
- 8-9: Particle Impeder
- 10-11: Jump Drive
- 12-17: Aft Struct
- 18-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

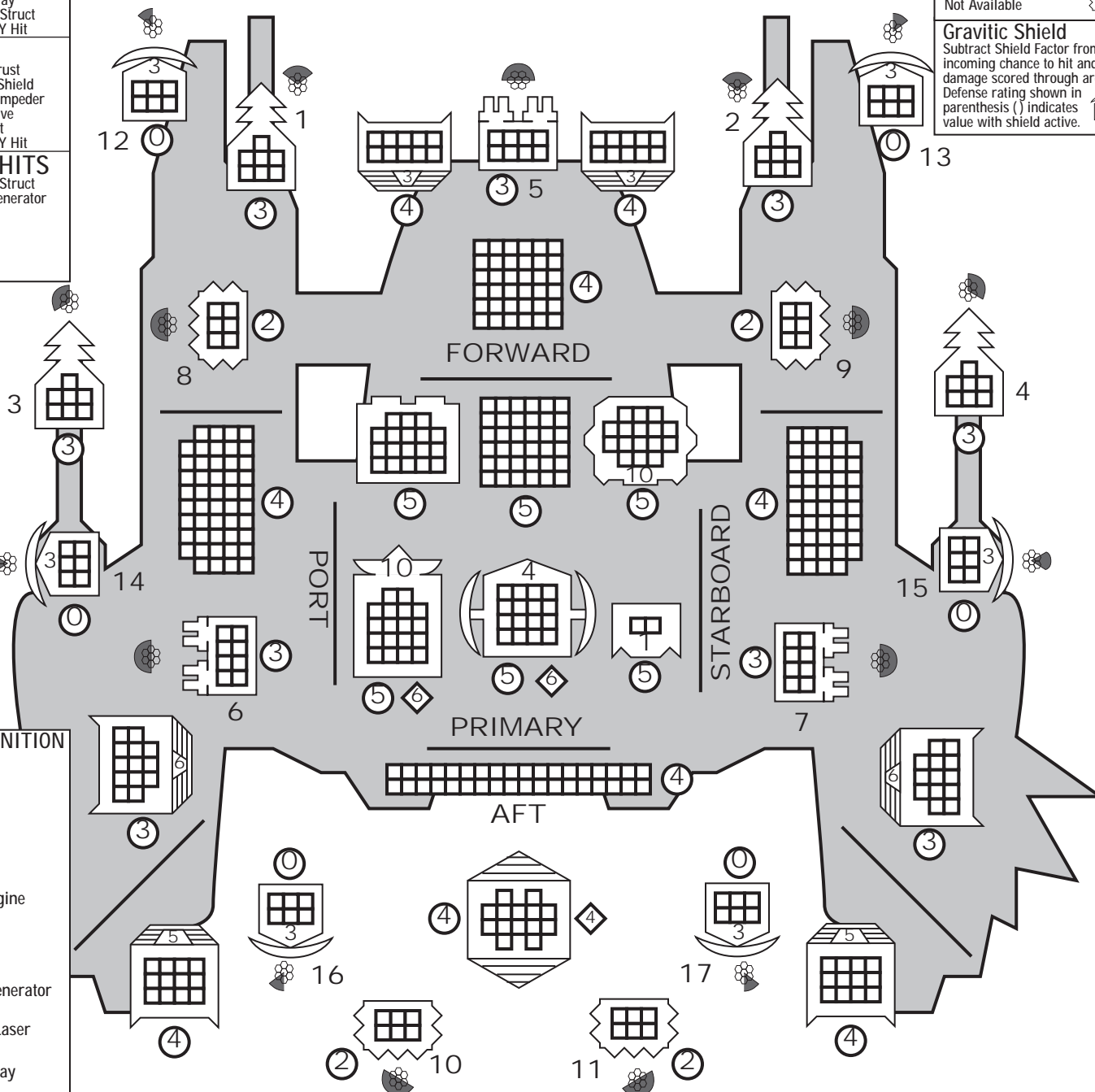
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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