

Abbai Liratha Escort Cruiser

SPECS

Class: Capital Ship
In Service: 2247
Point Value: 600
Ramming Factor: 220
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17 (14)
Stb/Port Defense: 16 (13)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

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	2	3	4	4	5	6	6	7	8	8

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

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.

Particle Impeder
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

FORWARD HITS
1-2: Gravitic Shield
3-6: Retro Thrust
7-8: Quad Array
9-17: Forward Struct
18-20: PRIMARY Hit
SIDE HITS
1-2: Gravitic Shield
3-6: Port/Stb Thrust
7-8: Combat Laser
9-10: Particle Impeder
11-17: Port/Stb Struct
18-20: PRIMARY Hit
AFT HITS
1-2: Gravitic Shield
3-7: Main Thrust
8-9: Quad Array
10-11: Jump Drive
11-16: Aft Struct
17-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-8: Shield Generator
9-11: Sensors
12-13: Engine
14-16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

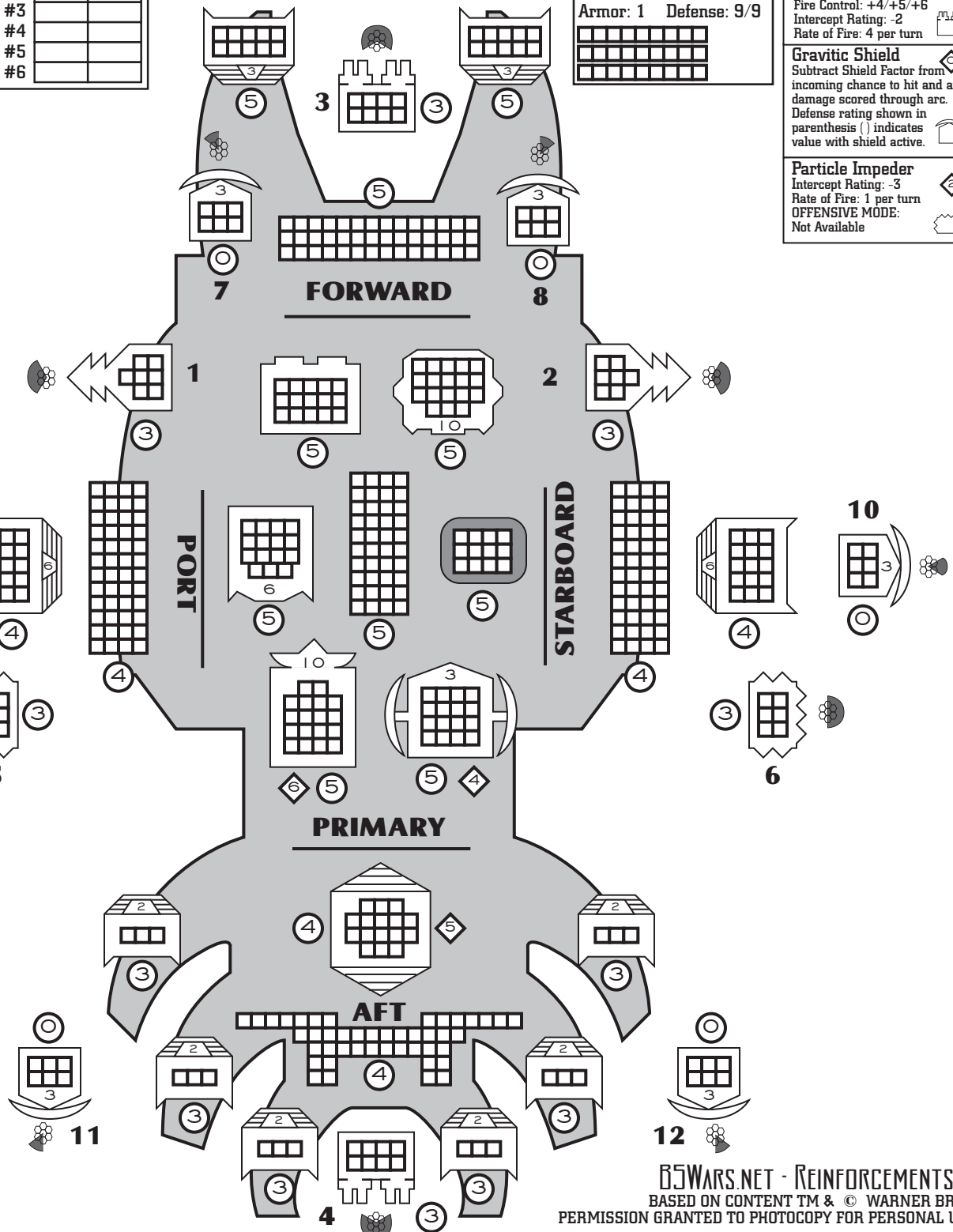
Target #4

Target #5

Target #6

HANGAR

12 Medium Fighters
3 Shuttles: Thrust: 3
Armor: 1 Defense: 9/9



ICON RECOGNITION

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