

# Abbai Lyata Police Corvette

## SPECS

Class: Medium Ship  
In Service: 2238  
Point Value: 350  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 12 (10)  
Stb/Port Defense: 13 (11)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +14

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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 3  
Armor: 1 Defense: 9/9

## WEAPON DATA

### Combat Laser

Class: Laser  
Mode: Piercing  
Damage: 3d10+16  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### 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

1-4: Retro Thrust  
5: Gravitic Shield  
6-7: Combat Laser  
8-9: Quad Array  
10-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Gravitic Shield  
8-9: Particle Impeder  
10-16: Structure  
17-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## PORT

## STARBOARD

## FORWARD

## PRIMARY

## AFT

## ICON RECOGNITION

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

