

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Abbai Bimith Advanced Defender

## SPECS

Class: Capital Ship  
In Service: 2246  
Point Value: 750  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 15 (11)  
Stb/Port Defense: 17 (13)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +2

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

## WEAPON DATA

### Adv. Quad Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 4 per turn  
Special: Will not overheat

### 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.

### Imp. Particle Impeder

Intercept Rating: -4  
Rate of Fire: 2 per turn  
OFFENSIVE MODE:  
Not Available

## FORWARD HITS

1-4: Retro Thrust  
5-6: Gravitic Shield  
7-9: Quad Array  
10: Particle Impeder  
11-17: Forward Struct  
18-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

1-4: Main Thrust  
5-6: Gravitic Shield  
7-9: Quad Array  
10-11: Particle Impeder  
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

## SPECIAL NOTES

Gravitic Drive System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

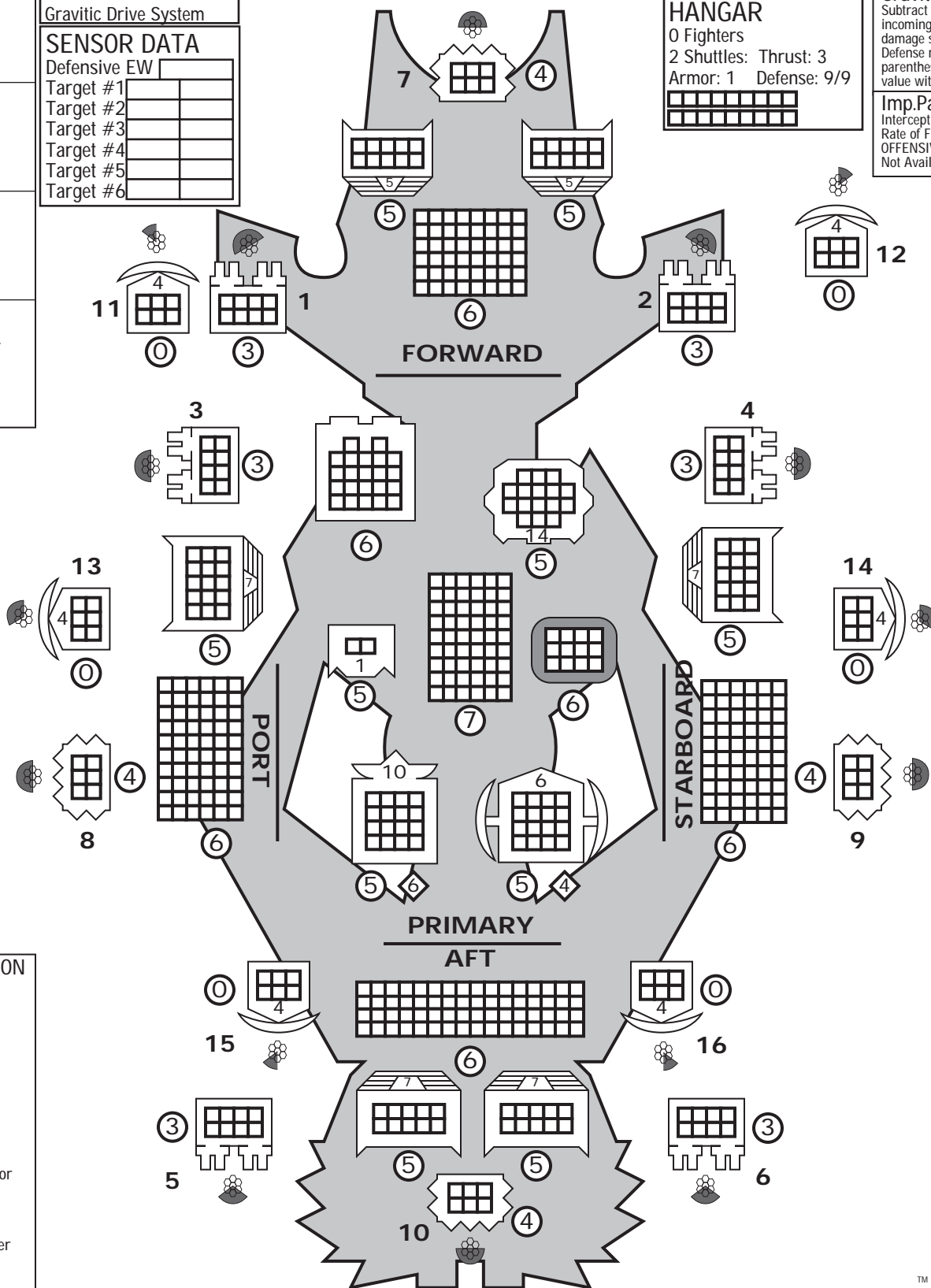
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Quad Array
- Particle Impeder
- Gravitic Shield