

Shyarie Variant (Rare)  
Version 2: 2E/SF

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



# Abbai Fetula Warrant Cutter

## SPECS

Class: Medium Ship  
In Service: 2228  
Point Value: 470  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING


Turn Cost: 1/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+1 Thrust  
Roll Cost: 1+0 Thrust


## COMBAT STATS


Fwd/Aft Defense: 14 (12)  
Stb/Port Defense: 15 (13)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12


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	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

**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

**Comm Disruptor**   
Class: Electromagnetic  
Mode: Standard  
Damage: 1d6 Init, 1d6 Sensor  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Subtracts 1d6 from targets initiative and 1d6 from sensors for next 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: Comm Disruptor  
9-10: Quad Array  
11-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Gravitic Shield  
6-7: Quad Array  
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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

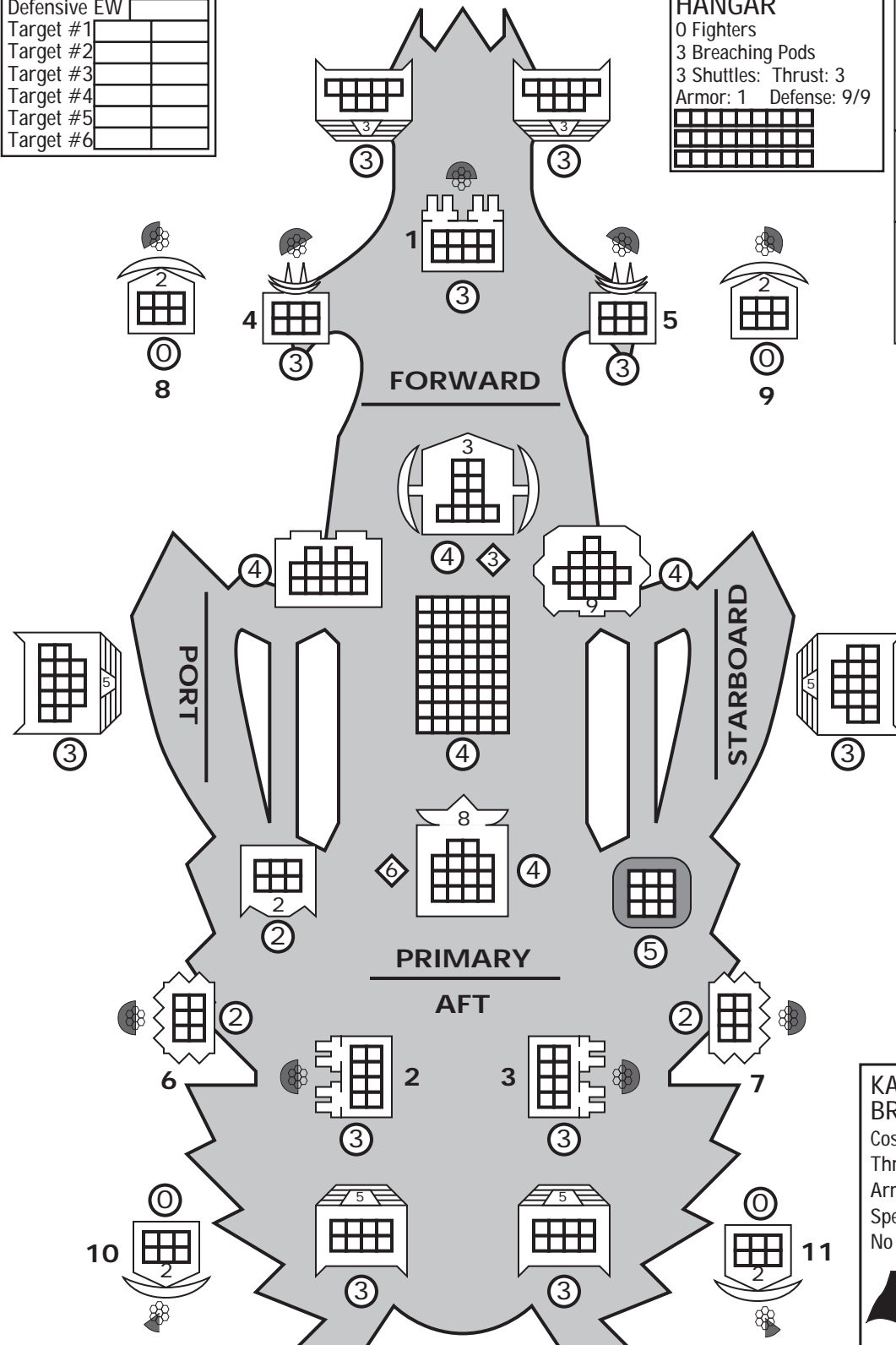
Target #4

Target #5












Target #6

## HANGAR

0 Fighters  
3 Breaching Pods  
3 Shuttles: Thrust: 3  
Armor: 1 Defense: 9/9



## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Shield Generator
-  Quad Array
-  Comm Disruptor
-  Particle Impeder
-  Gravitic Shield

## KALTIKA BREACHING POD

Cost: 40 Defense: 8/8  
Thrust: 6 Offense: 0  
Armor: 4 Initiative: +7  
Special: 1-point Grav Shield  
No Weapons

