

Abbai Brova Jump Cruiser

SPECS

Class: Capital Ship
In Service: 1945
Point Value: 530
Ramming Value: 230
Jump Delay: 32 Turns

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	3	4	5	6	7	8	9	10	11	12

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (17)
Stb/Port Defense: 18 (17)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

HANGAR

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



ARMOR REFIT

System	1945	1970	2015
Shield Generator	4	5	5
Structure	3	4	4
Jump Engine	4	5	5

SENSOR REFIT

Sensor Rating	6	7	8
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SHIELD REFIT

Shield Generator Rating	3	4	4
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WEAPON DATA

Medium Laser

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 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

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shields
7-8: Medium/Assault Laser
9-10: Lt Particle Beam
11-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6: Gravitic Shield
7-8: Lt Particle Beam
9-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Jump Engine
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
17-18: Reactor
19-20: C & C

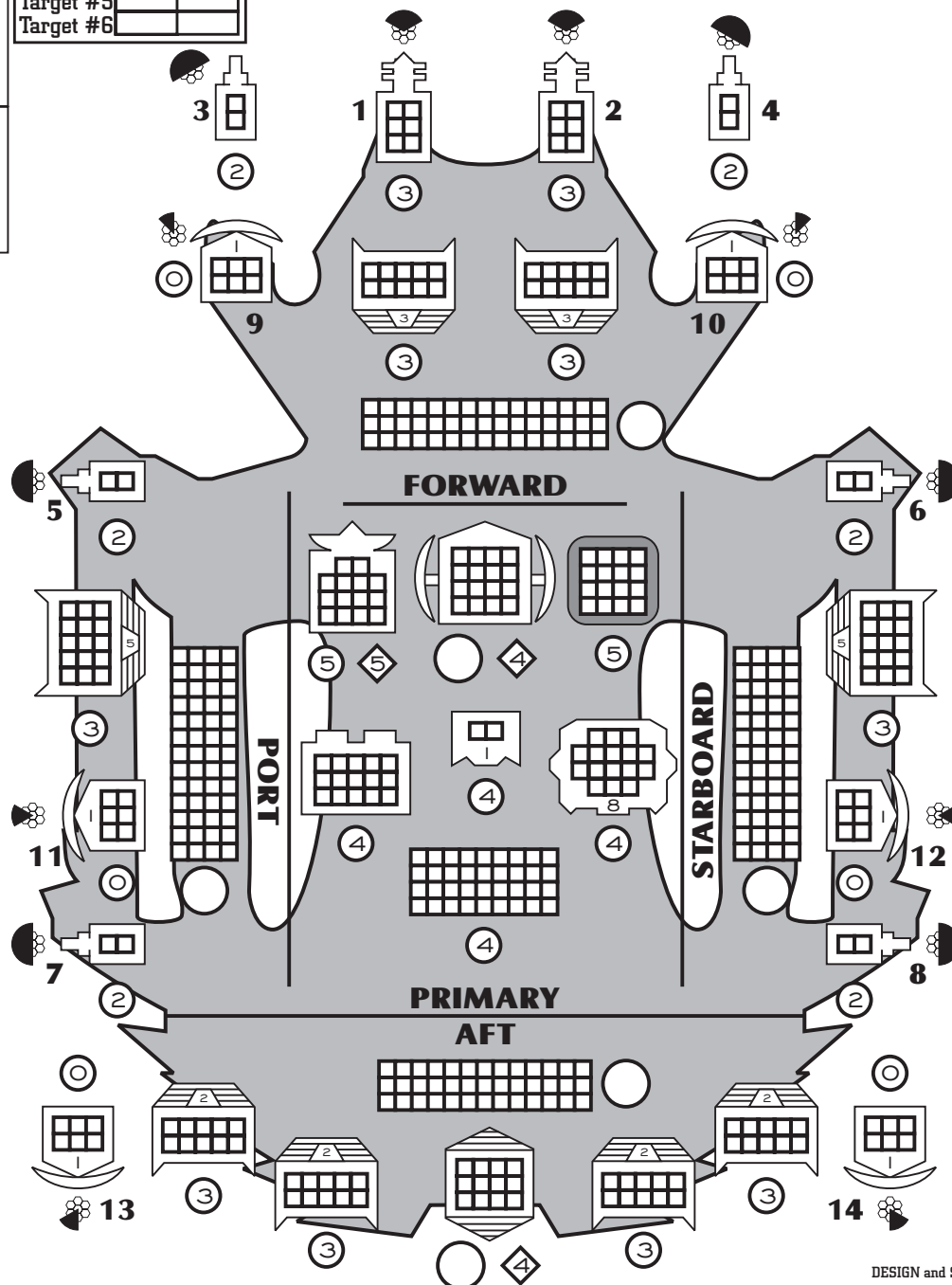
SPECIAL NOTES

Limited Deployment (33%)

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
- Med Laser Cannon
- Assault Laser
- Gravitic Shield
- Light Particle Beam

1970 Refit

Point Value: 560.

2015 Refit

(includes 1970 Refit)

Point Value: 580

1. Replace Medium Lasers 1 and 2 with Assault Lasers 1 and 2.

