



## Abbai Abireen Light Cruiser



### SPECS

Class: Capital Ship  
In Service: 2246  
Point Value: 550  
Ramming Factor: 180  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Def: 15 (12)  
Stb/Port Defense: 17 (14)  
Engine Efficiency: 3/1  
Extra Power: +2  
Initiative Bonus: +1

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

### 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

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

Combat Laser  
Class: Laser  
Mode: Piercing  
Damage: 3d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Shots at lights are resolved in standard (not piercing) mode

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

**FORWARBITS**  
1-4 Retro Thrust  
5-6 Gravitic Shield  
7-8 Combat Laser  
9-10 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 Comm Disruptor  
9-17 Port/Stb Struct  
18-20 PRIMARY Hit

**AFT HITS**  
1-4 Main Thrust  
5-6 Gravitic Shield  
7-8 Quad Array  
9-10 Particle Impeder  
11-17 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

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

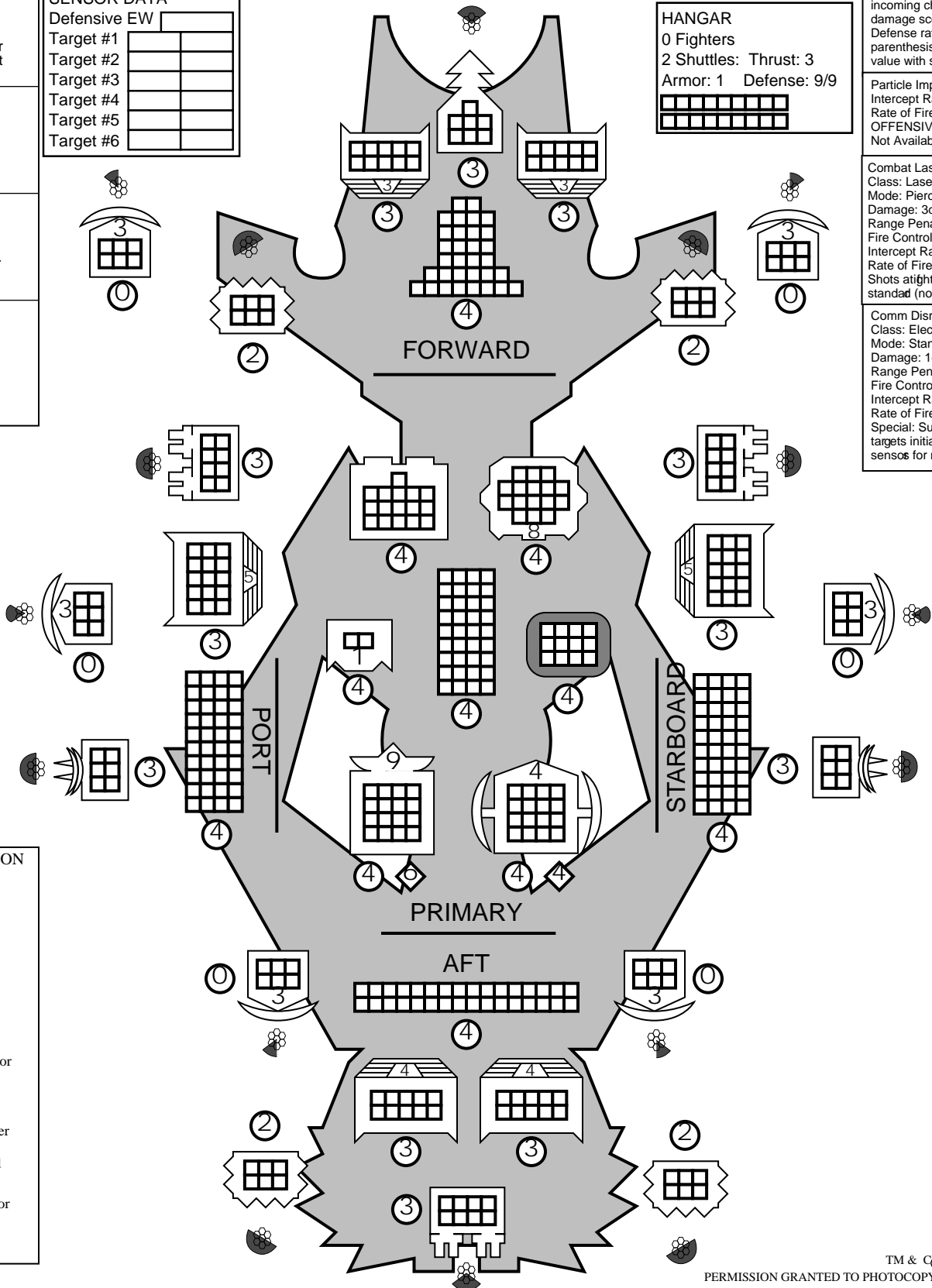
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



### ICON RECOGNITION

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