



Abbai Ekinla Fleet Command Ship



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 19 (16)
In Service: 2259	Turn Delay: 3/4 Speed	Stb/Port Defense: 17 (14)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+2 Thrust	Extra Power: +0
Jump Delay: 32 Turns	Roll Cost: 3+1 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 5 5 6 7 8 8 9	
Turn Delay	1 2 2 3 4 5 5 6 7 8 8 9	

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

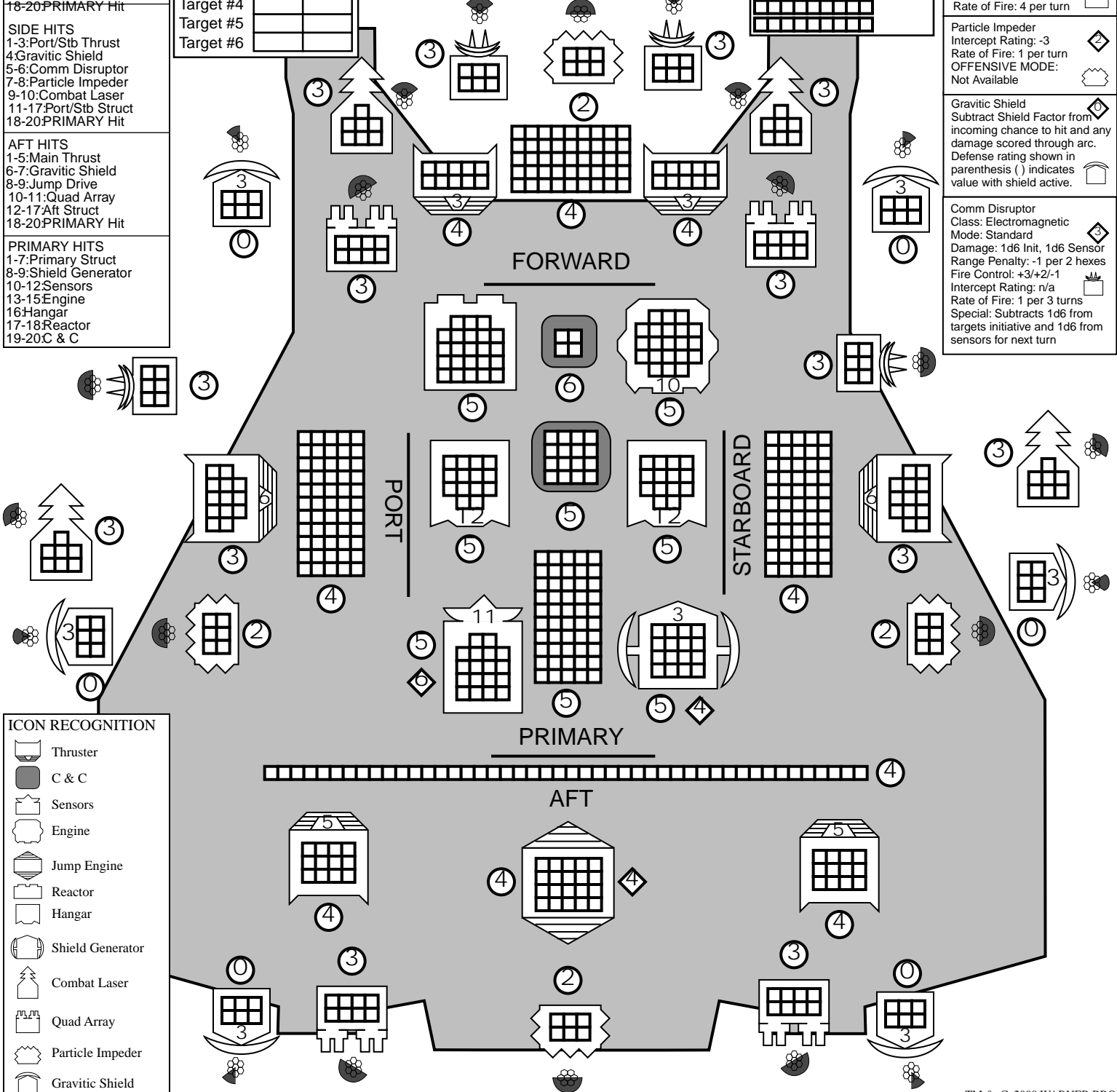
FORWARD HITS
1-3:Retro Thrust
4-5:Particle Impeder
6:Gravitic Shield
7-8:Combat Laser
9:Comm Disruptor
10-11:Quad Array
12-17:Forward Struct
18-20:PRIMARY Hit
SIDE HITS
1-3:Port/Stb Thrust
4:Gravitic Shield
5-6:Comm Disruptor
7-8:Particle Impeder
9-10:Combat Laser
11-17:Port/Stb Struct
18-20:PRIMARY Hit
AFT HITS
1-5:Main Thrust
6-7:Gravitic Shield
8-9:Jump Drive
10-11:Quad Array
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

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SPECIAL NOTES
Arrested Deployment (5%)
+2 Initiative to all ships, including itself

EACH HANGAR
12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 9/9

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
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.
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



ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Shield Generator
Combat Laser
Quad Array
Particle Impeder
Gravitic Shield
Comm Disruptor