



Abbai Mikarla Peacekeeper



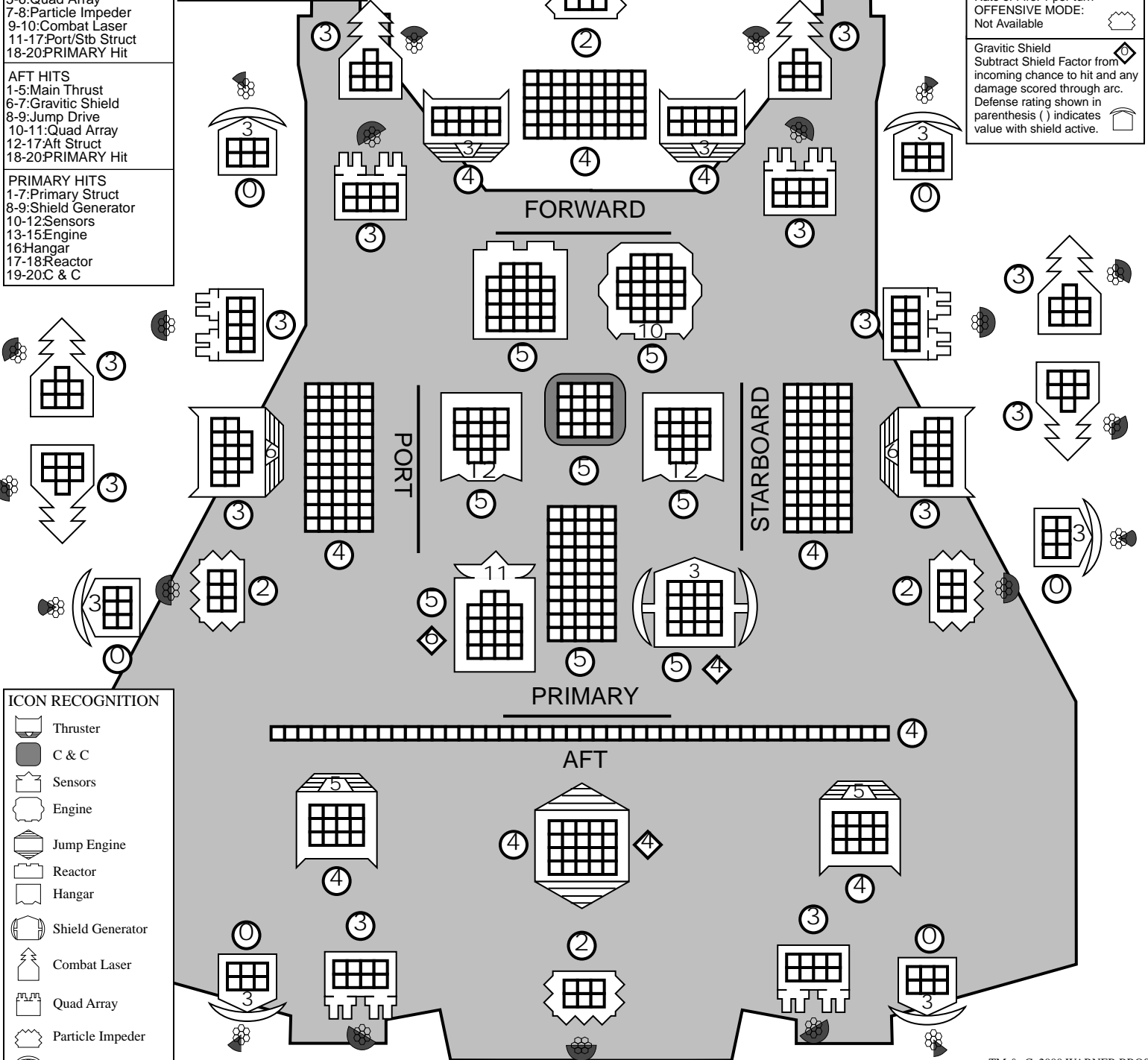
| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|---------------------------|
| Class: Capital Ship | Turn Cost: 3/4 Speed | Fwd/Aft Defense: 19 (16) |
| In Service: 2259 | Turn Delay: 3/4 Speed | Stb/Port Defense: 17 (14) |
| Point Value: | Accel/Decel Cost: 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 |
| 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. |

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

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



| ICON RECOGNITION |
|------------------|
| Thruster |
| C & C |
| Sensors |
| Engine |
| Jump Engine |
| Reactor |
| Hangar |
| Shield Generator |
| Combat Laser |
| Quad Array |
| Particle Impeder |
| Gravitic Shield |