



# Abbai Tukilca Peacemaker



## SPECS

Class: Capital Ship  
In Service: 2259  
Point Value:  
Ramming Factor:  
Jump Delay: 32 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 19 (16)  
Stb/Port Defense: 17 (14)  
Engine Efficiency: 3/1  
Extra Power: +0  
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/ights 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.

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

**FORWARBIT**  
1-3Retro Thrust  
4-5:Particle Impeder  
6Gravitic Shield  
7-8:Combat Laser  
9:Comm Disruptor  
10-11:Quad Array  
12-17: Forward Struct  
18-20:PRIMARY Hit

**SIDE HITS**  
1-3Port/Stb Thrust  
4Gravitic Shield  
5-7:Comm disruptor  
8-9Particle Impeder  
10-17:Port/Stb Struct  
18-20:PRIMARY Hit

**AFT HITS**  
1-4Main Thrust  
5-6:Comm disruptor  
7:Gravitic Shield  
8-9Jump Drive  
10-11:Quad Array  
12-17:Aft Struct  
18-20:PRIMARY Hit

**PRIMARY HITS**  
1-7Primary Struct  
8-9Shield Generator  
10-12:Sensors  
13-15:Engine  
16:Hangar  
17-18:Reactor  
19-20:C & C

## SENSOR DATA

Defensive EW

Target #1

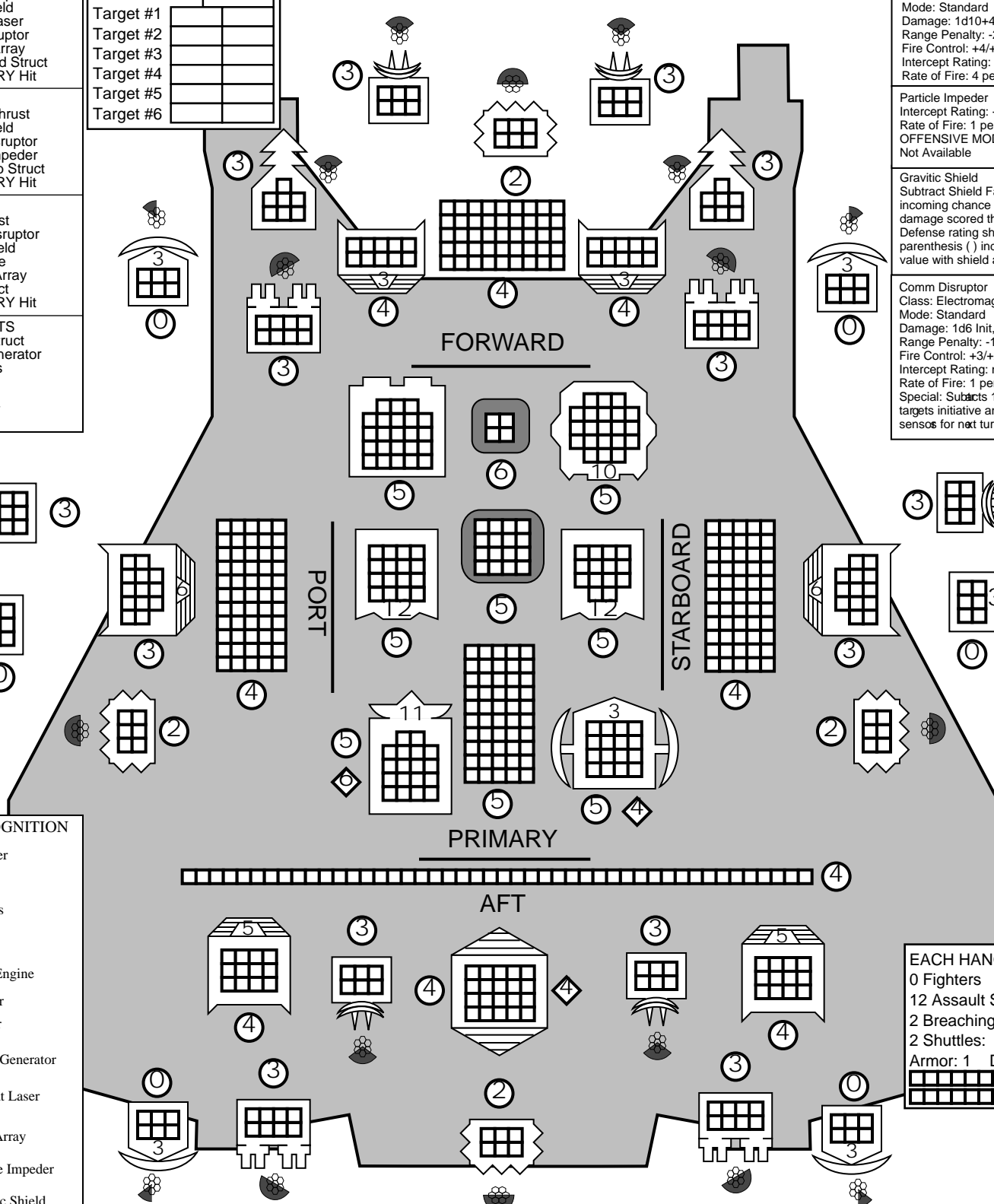
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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

## EACH HANGAR

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