

# A History of Abbai Fighters

## FIRST ENCOUNTERS

The Abbai's first encounter with fighters coincided with their first real combat in space. In Y1530, an Abbai exploration group jumped into a new system and managed to arrive in the middle of a Drazi mining colony, which wasted little time in opening fire. The Abbai force quickly escaped, but lost two of their ships before they could jump out. Two weeks later a larger Abbai force was assembled and sent in to recover any survivors. The Drazi forces again opened fire but this time was quickly overwhelmed. Once the shooting stopped the Abbai were able to establish a dialogue. Despite the belligerent aptitude of the Drazi, the two races managed, in principle, to establish peaceful co-existence.

During these two brief battles, the Abbai engaged a number of Vipers, a first generation Drazi light fighter. Lightly armed and armored, the few Vipers present were operated in a near suicidal manner by their Drazi pilots. As a result, they were largely ineffectual and most were destroyed. The failure of these fighters convinced the Abbai Admiralty, still new to space combat, that such small craft had little to contribute. Further, the pacifist Abbai saw the fighter concept as little more than a Darwinian outlet for the most militaristic members of the already military Drazi society. Such racial controls were un-needed within the confines of Abbai culture, reducing the entire fighter concept to the occasional academic sociological study.

Though unknowingly encountered years before, the Centauri finally encountered the Abbai in Y1655 and, they too, wasted little time in commencing hostilities. Once again, these conflicts were limited to only a few brief battles that, like the Drazi, included fighters. Unlike the Drazi, the Centauri forces deployed a much greater number of fighters and deployed operated them with more credible tactics. However, the Centauri probing attacks were centered on Abbai fixed defenses. These defenses included large mine fields back by numerous Osats, which greatly curbed the maneuver value of the fighter. The resulting high losses incurred by the Centauri fighters for little gain convinced the Abbai that the Centauri, like the Drazi, did not highly value life and the Abbai once again dismissed the fighters as a wasteful use of intelligent life.

However, in the following years, fighters did manage to overcome some of the Abbai's prejudicial opinions and even managed to move themselves firmly into the annoying stage. This shift came as a result of Raider and Centauri Privateer activities spawned by various raiding bands and Centauri border houses. These forces tended to use numerous fighters to bolster their firepower while minimizing direct combat with their larger and more precious ships. However, the tactics used still tended to treat fighters as little more than cheap and disposable fire support units, often abandoned in combat when the parent ships retreated. This attitude reinforced the Abbai belief that fighters were a waste to sane and peace minded people. Their sole concession to the rising fighter menace was a series of refits intended to improve anti-fighter capability of the fleet.

## FIRST FIGHTER

In Y2006, while the Centauri-Orieni War raged on the opposite side of the Republic, a group of the larger Centauri houses that bordered the Abbai launched a unauthorized and unprovoked assault on Abbai holdings in an attempt to carve out an empire of their own. Unlike previous incursions, the Centauri houses entered with a significant fleet that included very large numbers of fighters. As expected, the Abbai chose to retreat to the cover of their fixed defense. However, the Centaur now had the new Assault Laser, with its longer ranged and faster firing rate. The new laser forced the Abbai to abandon the cover of their defenses or risk being destroyed piecemeal. The moment the Abbai forces cleared their minefields they were swamped by attacking fighters, operating under covering fire from supporting ships. Abbai commanders found these massed fighter assaults particularly difficult to counter as they could not be challenged until they entered the fleet's weapons range, by which time, the fighters were also in range. The resulting losses were painfully heavy.

Despite these initial successes, the sheer density of the Abbai fixed defenses ground the Centauri incursion to a halt and the conflict shifted to a war of attrition. However, unlike the earlier Raiders and Privateers, the large Centauri houses were able to support large fighter formations despite heavy losses and continued to deploy larger and larger groups of fighters. It was now painfully obvious that the Abbai needed an interceptor to break up these large groups of opposing fighters. With the help of the Drazi, who were only too happy to help thwart the Centauri, Abbai engineers were able to develop the Wimuk Light Fighter in Y2009. Backed by a few hastily modified Kostina Carriers, these fighters slowed the onslaught of Centauri fighters and shifted the conflict in favor of the Abbai. The conflict would finally conclude in Y2011, when the Centauri-Orieni war ended, providing the Centauri Emperor with the necessary forces to deal with his wayward houses.

Post-war assessment left most commanders convinced that the Wimuk Light Fighter was little more than a necessity of this particular conflict. The performance of the Wimuk had been unsurprisingly disappointing, though some argued that its failings were largely due to the limited training of its pilots and the attitude of fleet commanders. The rest simply pointed

to the Centauri's rapid shift away from the large strike fighters as proof positive that the fighter concept was flawed. In the end, further fighter production was curtailed and the remaining Wimuks, along with their carriers, relegated to frontier anti-piracy patrols. Further Abbai fighter and carrier development was quietly halted and the entire fighter concept swept under the carpet with the patrician aptitude of it being beneath ones dignity and notice.

In the years that followed, Abbai forces would again and again be forced to deal with apposing fighters. These included a second series of skirmishes with the resurgent Centauri following their collapse in Y2050, and the continued escalation of raider activity resulting from the sudden influx of former Centauri slave worlds onto the interstellar scene. But once again, most of these encounters were limited in size and scope. The raiders and most of these newer races tended to field fighters whose initial designs were crude, low-tech creations and were felt to be little more than annoyances. Still, their activity convinced the Abbai to watch their new interstellar neighbors with a new acuity.

Two races in particular were watched closely, the Dilgar and the Alacan. The Dilgar were ultimately deemed too aggressive and left alone. The Alacans were approached with a series of trade and technology exchange agreements. To the Abbai's dismay, the Alacans went on to use their new technology to field their own indigenously designed fighters despite the advice of the Abbai. It seemed readily apparent that the younger races were far to willing to waste its people on the folly of space fighters despite the warnings of their elders. Yet even ones elders can be caught by surprise.

## THE DILGAR

In February 2228, a lone Alacan Cruiser, the Pyrotinia, appeared in Abbai space with news of a brutal invasion by Dilgar. The Abbai, who had been secretly watching the Dilgar, were caught completely off guard. In response, the Abbai called for a meeting of the League of Worlds to discuss this unsettling development. But few of the League members attended and those that were present could not agree on any unanimous course of action and the meetings broke down with essentially nothing decided. While aware of the aggressiveness of the Dilgar, the Abbai still managed to convince themselves that the Dilgar were not a threat to Abbai holdings. The Abbai race was much larger and more advanced than the Alacans. Prudence dictated that the defenses of the Abbai should be bolstered but direct confrontation with the Dilgar was ruled out.

Careful examination of the Dilgar's Alacan campaign revealed that the Dilgar were enthusiastic practitioners of fighter operations and their use against the Alacans had proven amazingly successful. However unreasonable the idea of pilot loss was to the Abbai, it remained disturbingly clear that the best deterrent to massed enemy fighters was fighters of ones own. Equally clear was that the Wimuk numbers were to few and the Wimuk itself vastly overmatched by the large Dilgar fighters. Begrudgingly, the Abbai entered into yet another crash project to develop an improved fighter design, with emphasis on maximum protection for its pilot. Development of a concurrent carrier design was also begun, as were plans to modify a number of cargo holds on the Pirocia Starbases to accept the new fighters as soon as they became available.

In early Y2230, the Dilgar invaded the Balosian system. It was now clear that the Dilgar were not going to stop with Balos, and that Abbai, sitting right on their border, would be next. Desperately, the Abbai called yet another meeting of the League of Worlds. Citing the mutual defense clause of the League treaty, the Abbai asked for all League races to commit warships to a unified fleet to halt further Dilgar aggression. With the exception of the Drazi, none of the other races were willing to commit forces against an enemy who was not near their particular borders. Following the meeting, the Abbai and Drazi agreed separately agreed to a mutual defense treaty. If one was attacked, the other would immediately respond. While a valid concept, the agreement was rendered essentially pointless when a few weeks later the Dilgar attacked both races simultaneously.

The Abbai campaign was brutally short and painful. The two colony systems of Tirolus and Utriel system were lost in the first few weeks. Tirolus to the simple expedience of evacuation and Utriel to a Dilgar fleet that simply charged into the teeth of the Abbai defenses until all resistance was wiped away. The more heavily populated Utriel colony world was then annihilated through global bombardment and the introduction of biological plagues. Following the destruction of Utriel, the Abbai abandoned all pretense of further offensive resistance. There was really little other choice. The Abbai navy was too small to engage the Dilgar forces directly and there wasn't anything left to defend but the home world. Fortunately, by the time the Dilgar did attack the Abbai home world, its defenses had been greatly reinforced. During the battle, the Dilgar realized that it would require the bulk of their available forces to win through the Abbai defense, and these forces were needed elsewhere. So, in the end, the Dilgar gave up on their invasion plan and continued deeper into League Space. Behind them they left a sizable guard force to watch and harass the Abbai until, as such time, they could return and finish the Abbai once and for all.

## THE KOTHA APPEARS

For the Abbai, a terrible waiting game began. For the moment, the Dilgar seemed content to simply harass the Abbai with long-range bombardments. Later, they even began to use the Abbai as a sort of training ground for new units. But always there was the questions of when would the Dilgar attempt another invasion. With most of their orbital shipyards destroyed,

construction of large combat vessels was essentially halted. Fortunately, as the year came to an end, the new Kotha Medium Fighters entered full-scale production. The new fighter was still outclassed by the Dilgar Thorun but still managed to give a good account of itself. By virtue of its short construction time, the Kotha quickly came to represent the bulk of the Abbai's mobile combat assets. Assembly lines for the new fighter were scattered across the planet's surface to minimize the ability of the Dilgar to halt their production, while overhead, the remaining orbital shipyard was dedicated to producing the new Milani Carrier, which were badly needed to provide additional orbital support for planetary launched fighters.

By early in the Y2231, the Abbai defense force was further reinforced with the addition of the Tiraca Attack Frigate. Though smaller than standard Abbai design principles traditionally allowed, the Tiraca was easy to build in large numbers, and while not atmospheric capable, could be boosted into space in a completed state. The addition of the Tiraca's and Kotha's allowed the Abbai, now cut off from the rest of universe for over a year, to form a small task force of their nearly irreplaceable heavy ships, whose mission was to slip through the Dilgar blockade and search for help. Initially, the escaped task force moved through the outer League worlds attempting to recruit support. At first their pleas for help fell on deaf ears until, finally, Abbai ambassadors managed to convince the upstart Earth Alliance to enter the war.

Even with the Earth Alliance now involved, it would be another year before the Abbai siege would be lifted and battles to free the system would result in heavy Abbai losses. Despite these losses, the Abbai committed the bulk of their remaining fleet units to the assault fleets being organized for the final invasion of the Dilgar home world. The resulting battle would be fought with no quarter offered or taken but in the end the Dilgar menace was finally ended.

## LESSONS LEARNED - SORT OF

With the war over, the Abbai took stock of their position. The home system was heavily damaged and the systems of Utriel and Tirolus almost completely destroyed. The fleet was in ruin and the only units currently in production were the Kotha fighter and Tiraca Attack Frigate. Milani carriers were in slow production at the remaining shipyard but that was it. The few remaining capital units would have to be carefully preserved until their production could be resumed.

Despite the Kotha's success, the Abbai remained adamant in their disapproval of the fighter concept. These opinions were heavily swayed by the enormous losses incurred by the Kotha during the siege. Most in the Abbai Admiralty failed to recognize the deleterious effects of the hasty and ambiguous pilot training programs set up during the war. Instead, the Abbai became convinced that task force level fighter defense should be based on a larger, more robust ship hulls.

Despite these opinions, until these new ship entered service, the Kotha remained the most viable form of defense. As a result, some research was authorized to look into alternate weapons packages for the Kotha. This research, once again slanted by the passive attitudes of the race, quickly settled on a new lightweight Comm Disrupter. The resulting Kotha-E EW Fighter entered service in Y2235. Unfortunately, interest in the new fighter was lukewarm at best. The few "aggressive" commanders who favored fighters tended not to want fighters incapable of scoring real damage, while the remaining commanders didn't want fighters at all. Instead the "aggressive" commanders pushed for a combat capable carrier, which could follow its fighters into the battle, a concept that Dilgar had practiced with great success. Intrigued by the possibility that fighters that were directly supported by their carriers might suffer lighter losses, the Abbai Admiralty agreed to modify several of Lakara Cruiser into the Lokita Carrier in Y2243. Results were mixed and subsequent fighter funding quickly dried up.

In Y2245, the Earth Alliance accidentally touched off a war with Minbari. The battles that followed were virtually one-sided as the technologically superior Minbari routed the forces of Earth. Pleas from Earth for aid were countered by warning from the Minbari that any race providing aid would also be targeted for destruction. The Abbai, like all of the other League races decided to heed the Minbari warnings. Over the course of two years, Earth was driven to the point of extinction, but when the Minbari finally moved in on Earth itself, they suddenly and inexplicably surrendered.

The lessons of the war were seemed very clear to the Abbai. The Earth Alliance, despite its apparent victory had been badly mauled. Its fighter heavy doctrine had proven no match to the technologically superior Minbari, who centered the task forces on the large and powerful Sharlin Warcruiser. Despite the fact that the Minbari used fighters, the Abbai instead became enamored with the superior technology of the Minbari. As a result they devoted more and more resources to technology development. As it was the case over 200 years earlier, the Abbai once again swept the entire fighter concept under the carpet.

## OF ANCIENT RACES

When the Shadow's began to approach the younger races, they came with the question "What do you want?" The Abbai answer was simply peace and tranquillity. Hardly the answer the Shadow's were looking for. As a result the Shadow focused their effort on more aggressive races convincing them to attack their neighbors. The Abbai chairperson of the League Council was forced to step down as the League dissolved into scattered wars. When it was finally realized that the Shadow's had been

behind the wars, it was too late. Many of the League races were now heavily damaged by their private wars and the resurgent Centauri was pressuring many others. The Abbai chose to throw up their hands at the whole thing and retreated to their heavily defended worlds. Throughout the remainder of the brief but bloody League Wars, the Abbai remained quietly neutral, their defensive prowess convincing most races to leave them alone.

When the Shadow's began to openly attack League worlds, the Abbai again chose to stay tucked away behind their defenses. The Abbai hoped that the Shadow's would ignore them or deem their defenses too tough to bother with. They were wrong. Late in Y2260, a Shadow force attacked the Tirolus system. The Pirocia Starbase, along with its supporting ships was wiped out but not before they managed to inflict heavy damage on the attacking Shadow vessels. The results of the battle convinced the Shadows that the Abbai were better left alone...for now. It further convinced the Abbai to stay out of the way and wait it all out. But in Y2261, the Vorlons began to destroy any world that had harbored the Shadows and a month later the Shadows reciprocated. Clearly the two ancient races had to be stopped, and the Abbai could no longer remain sequestered behind their defense. Following the lead of John Sheridan returned, the Abbai joined the Army of Light. A month later, the Abbai fleet, with the rest of the Army of Light managed to stop the Shadows and Vorlons at Coriana 6.

## **THE NEW ABBAI FIGHTER**

Following the war, the Abbai reverted to its former reclusive status. Unsettled by the failure after failure of each new treaty, each of which promised a lasting peace, the Abbai had become somewhat mistrustful of all the other races. Still willing to trade and interact, and nominally, members of the new Interstellar Alliance, the Abbai warily awaited the next war that seemingly must always come. In addition, Abbai Admiralty finally...finally recognized that fighters were a deadly, and now mainstream addition to the space conflicts. Even the ancient rivals, the Shadows and Vorlons, relied on fighters to supplement their order of battle. This startling realization, in conjunction with the steady proliferation of larger and more capable of fighters convinced the Abbai that had to start making a proactive decisions, rather than a reactive decisions, in regards to fighters.

And yet, the Abbai still chose not to pursue fighters directly, and instead went with something very close. The Light Combat Vessel (LCV) had been around since the late Y2100's. Their use had largely been restricted to relatively new races or those organizations that did not possess the industrial capability to support full-scale warship production. The Abbai saw in the LCV a class of vessel that was nearly as maneuverable as a heavy fighter, while remaining far more robust and survivable. The concept was very appealing and Abbai engineers set forth with a goal to combat fighters with a new generation of LCV's.

The design team architects chose to start with the very successful Lyata Police Corvette, a lightweight and reasonably maneuverable medium vessel. While they scaled down the basic Lyata design to an LCV class hull, another team attempted to scale up the Kotha shield generator to encompass the much larger LCV frame. Interestingly, the funding originally diverted away from fighter development to enhance high tech research following the Earth-Minbari War now paid off. Shield technology research funded then drastically reduced the time needed to generate the new Shield System, which combined the effects of a shield generator and the emitter system. By Y2265, the new Listum Light Cutters were ready for service. Two versions, an Escort and an Attack were released concurrently, while a third version, the Jammer, was released a year later.

To carry these new LCV's the Abbai chose to modify the basic Miliani Carrier hull, replacing its hangars with external LCV rails. Initial production of the new Marani LCV Carrier was expedited by refitting pre-existing Miliani hulls. While in refit the fleet engineers took the opportunity to update the Miliani systems, utilizing much of the design work previously expended on the Marata Diplomatic Transport. While none of these new units were available for the Centauri-ISA War, many would see action against the Drahk in the years following the Drahk poisoning of Earth. In Y2275, the last of the Miliani Carriers were converted to a Marani LCV Carriers or retired. By now Kotha production had fallen to a trickle and that largely to support maintenance issues for the surviving Kotha force. Full-scale draw down of the Kotha squadrons would quickly follow, with the last Defense Force Kotha squadrons standing down in Y2281. However, Kotha squadrons would continue to support colony and police activities for sometime to come, before finally standing down due to escalating maintenance costs.

## **CONCLUSION**

The Abbai entered the interstellar community in Y1450. Remarkably in the 800 years that followed, only two fighter designs ever reached full scale production, though, undoubtedly, there were many other designs and prototypes. In a universe that embraced the strike fighter concept, the Abbai remain one of the few races to never actively pursue fighter development. Their inherent pacifism and respect for life made coming to terms with the high death rate of fighter pilots impossible, relegating the fighter concept to a means of last resort. Only in the face of racial extinction or subjugation did the Abbai utilize the fighter and once the crisis was resolved, they quickly separated themselves from further fighter use. Even in the face of the reality that Ancient Races used fighters, the Abbai response was not with fighters but with the larger, safer LCV.

## Kotha-E EW Fighter

(Common Kotha Variant)

In the years following the Dilgar War, and much to the chagrin of the Abbai Admiralty, the Kotha fighter represented a significant percentage of the defense force's combat potential. Bowing to pressure from a few "aggressive" commanders, funding was issued to develop some alternate weapon packages for the Kotha. One group of engineers suggested the possibility of a lightweight Comm Disrupter. Intrigued by the idea, a small production run of Kotha-E EW Fighters was developed. Though it appealed to the basic passive mind-set of the Abbai culture, the new fighter was largely ignored by the few Abbai Admirals who supported fighter operations as too limited. Instead they convinced Admiralty to reallocate fighter funding for the construction of Lokita Carriers. Following the Earth-Minbari War, further fighter development work was completely halted in favor of technology upgrades to the larger fleet units. As a result, the Kotha-E remained the only variant fighter ever produced by the Abbai and just the third fighter type created by this older race.

The Kotha-E replaces both its Ultralight Particle Beams with the Light Comm Disrupter but is otherwise identical to the basic Kotha Medium Fighter. Never produced in large numbers the Kotha-E is treated as an Uncommon variant of the Kotha.

## Listum Light Cutter

(Base Hull - Unlimited Deployment)

Based on a scaled down Lytala Police Cutter, the Listum quickly became one of the more successful LCV designs in the universe. While it had originally been hoped to include a Particle Impeder in the basic design, the limitations of the LCV hull, coupled with an Impeder's typical demands on a unit's sensor suite made inclusion of this system unreasonable. In response to the excluding the Impeder, engineers were able to develop the new Shield System, a combined generator/emitter system.

Thanks to its new Shield System and its high maneuverability, the Listum design was quickly recognized as one of the most robust LCV designs fielded. In addition, it could carry a widely divergent weapons package. While all versions carried as a base the Twin Array, the Escort version backed this up with a Quad Array, while the Attack version carried an Assault Laser and the Jammer version, a Comm Disrupter. A typical squadron of four Listums, usually consisted of 2 Escort versions, an Attack version and a Jammer version, though variations in squadron consistencies were quite common.

## Marani LCV Carrier

(Common Miliani Variant)

Based on the Miliani Carrier, the Marani LCV carrier traded its two squadrons of fighter for a squadron of Listums mounted on external LCV rails. During the refit to the new LCV's the Marani received many of the upgrades originally applied to the Marata Diplomatic Transport. These included, enhanced shield emitters, improved sensors, better armor and slightly more thrust. Though limited by its lack of a jump drive, the Marani is not intended to operate alone and will typically be encountered as part of a larger task force, including at least one jump capable ship. Unlike its older cousin, the Milani, the Marani is considered a valuable addition to the defense force and production of it and their attending Listums has risen rapidly.

## Light Communications Disrupter

**Class:** Electromagnetic      **Damage:** Special

The Abbai developed this device for use on the Kotha fighter, which could presumably approach closer to a key enemy ships and thus guarantee hits against them during combat. This had the added benefit of reducing the fleet's reliance on the highly vulnerable and expensive Shyarie, which was never available in desired numbers.

The Light Comm Disruptor scores no damage. Instead, roll two attacks for the flight during its attack run. The first die roll determines the effect on the target's initiative on the following turn, while the second attack determines the effect on the target's sensors. Each fighter that scores a hit in each attack reduces the applicable statistic by 1 for the next turn only. Sensors cannot be reduced below zero by such attacks (whether from light or standard Comm Disruptors in any combination), but there is no limit to the amount by which initiative can be lowered. These reductions are cumulative with any other attacks by other Comm Disruptors or Light Comm Disruptors fired on the same turn.

*For example, a flight of six Kotha-E fighters makes an attack on a Narn G'Quan Heavy Cruiser. The fighters are determined to need a 14 or less to hit. Two attack rolls are made. The first roll is a 12, which is two below the target number, indicating three hits by the flight. This reduces the G'Quan's initiative by 3 on the ensuing turn. The second attack roll is a 9, which is 5 below the target number, indicating 5 hits by the flight. The G'Quan's sensors are thus lowered by 5 points for the next turn.*

## Shield System

**Class: Gravitic      Damage: None**

During the development of the Listum LCV, Abbai engineers managed to scale up the Kotha Medium Fighter's shield system to encompass and LCV class hull. The new Shield System is an all-in-one system that combines the effects of a shield generator and a shield emitter. The new system has the added advantage, unlike the current Gravitic Shield emitter, of allowing the application of armor.

To date, the new Shield System has not been successfully scaled up to the point where it can be used on ships larger than a LCV. In addition, most of the existing hull forms originally designed to accept the existing gravitic shield systems are projected not to be acceptable for new Shield System. Finally, the projected energy needs for a capital class vessel utilizing the new Shield System are quite large, thus requiring a enlarged reactor, which would eat into the expected space saving gained by switching to the Shield System reducing the overall advantage of switching to the system in the first place. However, significant design efforts are continuing to further improve the system in the hopes of, some day, matching the capabilities of the Vorlon EM Shield.





# Abbai Kotha EW Fighter

## SPECS

Class: Medium Fighter  
In Service: 2235  
Point Value: 30 each  
Ramming Value: 17  
Jinking Limit: 8 Levels

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

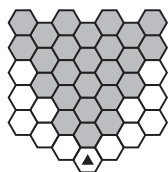
## COMBAT STATS

Fwd/Aft Defense: 7 (6)  
Stb/Port Defense: 7 (6)  
Free Thrust: 11  
Offensive Bonus: +5  
Initiative Bonus: +18

## WEAPON DATA

**Lt Comm Disruptor**  
Number of Guns: 1  
Class: Electromagnetic  
Damage: -1 Init, -1 Sensor  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn  
*Make two attack rolls, one each for initiative loss and sensor loss.*

**SPECIAL NOTES**  
Armor shown includes gravitic shield. If this is deactivated, reduce all armor by 1 and increase thrust by 2.



## ARMOR



## Flight Level Combat

5 or more above = 0 Hit  
3-4 above = 1/6 Hit  
1-2 above = 1/3 Hit  
0-2 below = 1/2 Hit  
3-4 below = 2/3 Hit  
5-6 below = 5/6 Hit  
7 or more below = All Hit

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

### Miliani Variant (Common)

Version 2: 2E/RLB

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Abbai Marani LCV Carrier

**SPECS**

Class: Capital Ship  
In Service: 2265  
Point Value: 500  
Ramming Value: 170  
Jump Delay: N/A

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

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 16 (12/13)  
Stb/Port Defense: 16 (12)  
Engine Efficiency: 3/1  
Extra Power: +2  
Initiative Bonus: +1



## WEAPON DATA

## Combat Laser

Class: Laser  
Modes: 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  
Modes: 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:  
None 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

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

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Gravitic Shield  
8-12: LCV Rail  
13-17: Port/Stb Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Gravitic Shield  
8-9: Particle Impeder  
10-11: Quad Array  
12-17: Aft Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Shield Generator  
11-13: Sensors  
14-16: Engine  
17-18: Reactor  
19-20: C & C

## SENSOR DATA

## Defensive EW

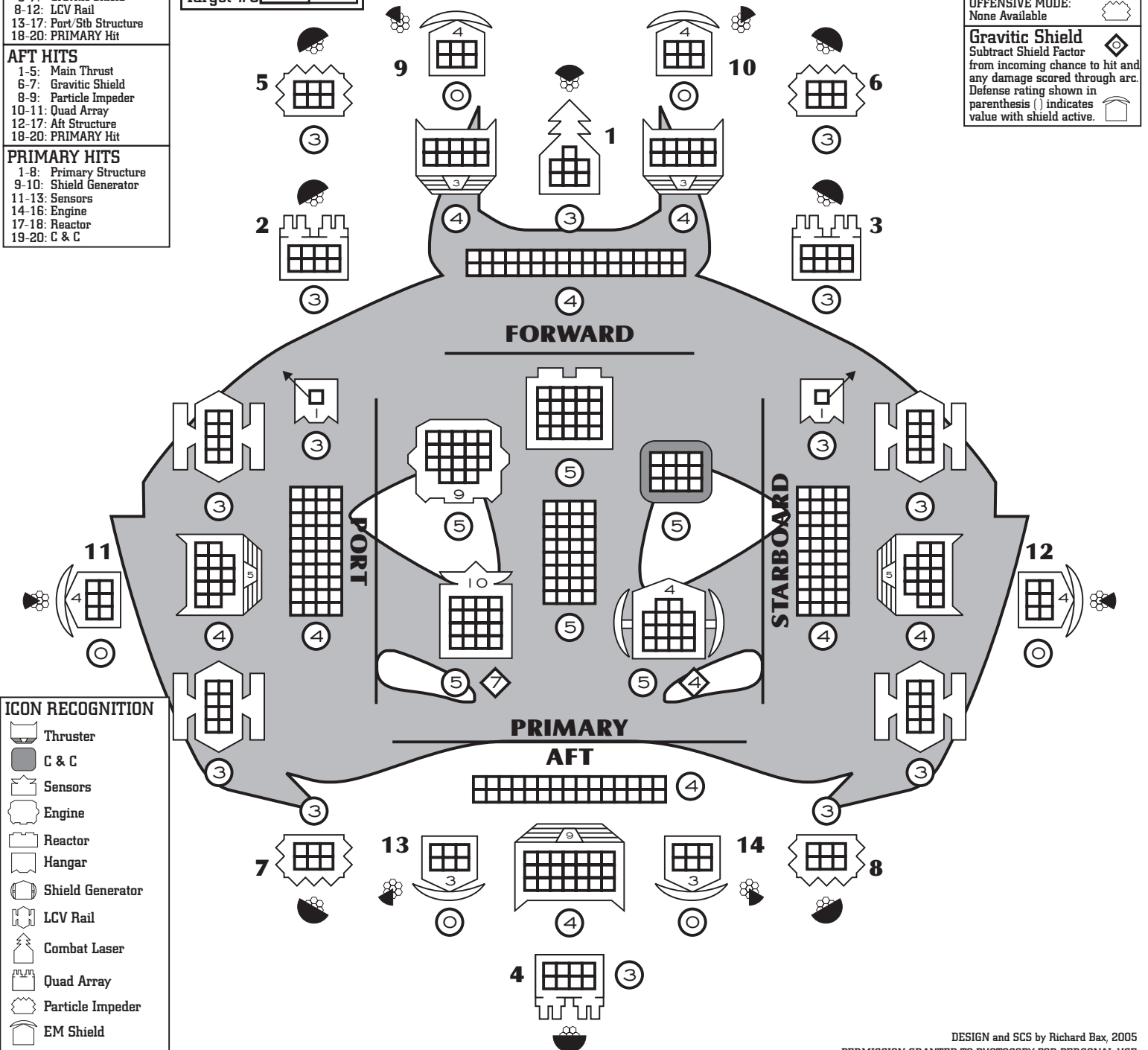
**Target #1**

Target #2

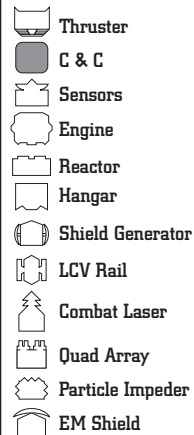
Target #3  
Target #4

target #4  
Target #5

Target #6



## ICON RECOGNITION





# Abbai Listum Light Cutters [4]

## SPECS

Class: Lt Combat Vsl  
In Service: Varies  
Point Value: Varies  
Ramming Value: 30  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11 (9)  
Stb/Port Defense: 11 (9)  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +14

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

## HIT LOCATION

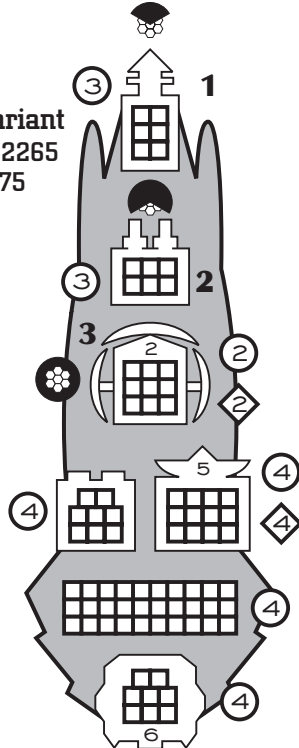
1-10: Structure  
11-12: Fwd Weapon (#1)  
13-14: Twin Array  
15: Shield System  
16-17: Drive  
18-19: Reactor  
20: Control

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable

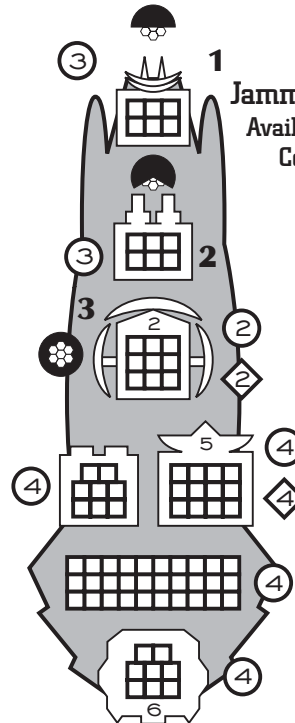
### Attack Variant

Available: 2265  
Cost: 275



### Jammer Variant

Available: 2266  
Cost: 225



## SENSOR DATA

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

## WEAPON DATA

### 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

### Twin Array

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

### Quad Array

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 4 per turn

### Comm Disrupter

Class: Electromagnetic  
Modes: 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.

### Shield System

Subtract Shield System  
Factor from incoming chance to hit and any damage scored through arc.  
Defense rating shown in parenthesis ( ) indicates value with shield active.

## SENSOR DATA

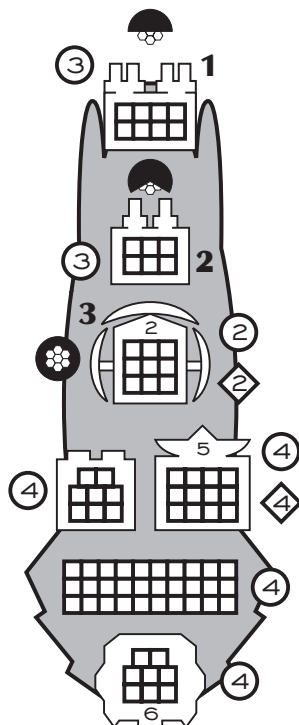
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## SENSOR DATA

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

### Escort Variant

Available: 2265  
Cost: 200



## SENSOR DATA

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

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Shield System
- Assault Laser
- Twin Array
- Quad Array
- Comm Disrupter