

Version 2: 2E/SF

Name: _____ Counter: _____



Abbai Bimith Defender

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

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shield
7-9: Quad Array
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: Particle Impeder
9-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Gravitic Shield
7-9: Quad Array
10-11: Particle Impeder
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

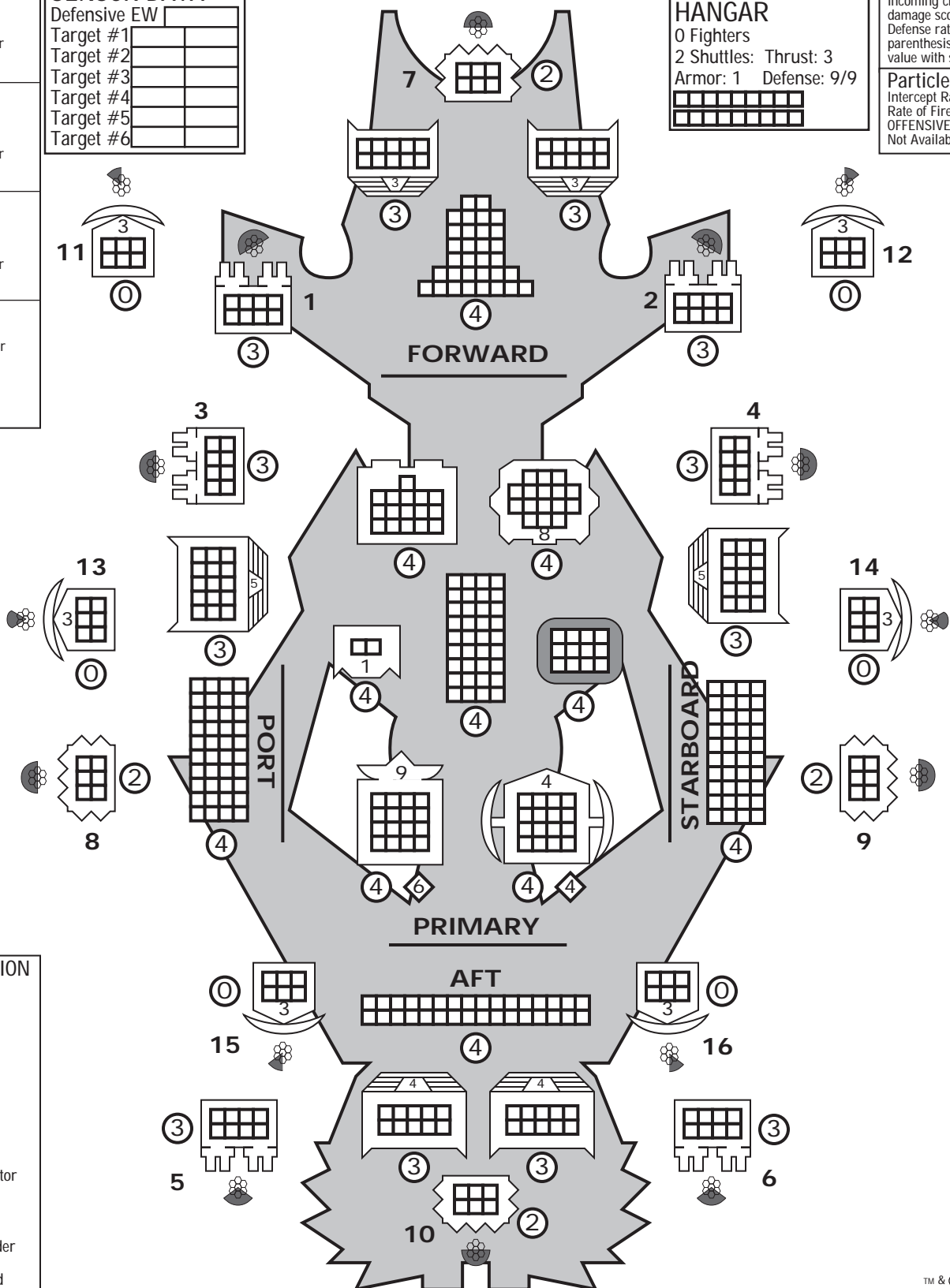
Target #6

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