

Abbai Bisaria Escort Frigate

SPECS

Class: Medium Ship
In Service: 2235
Point Value: 500
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 13 (10/11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +12

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 3
Armor: 1 Defense: 9/9

WEAPON DATA

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

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: Comm Disruptor
8-10: Quad Array
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Particle Impeder
11-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Shield Generator
10-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

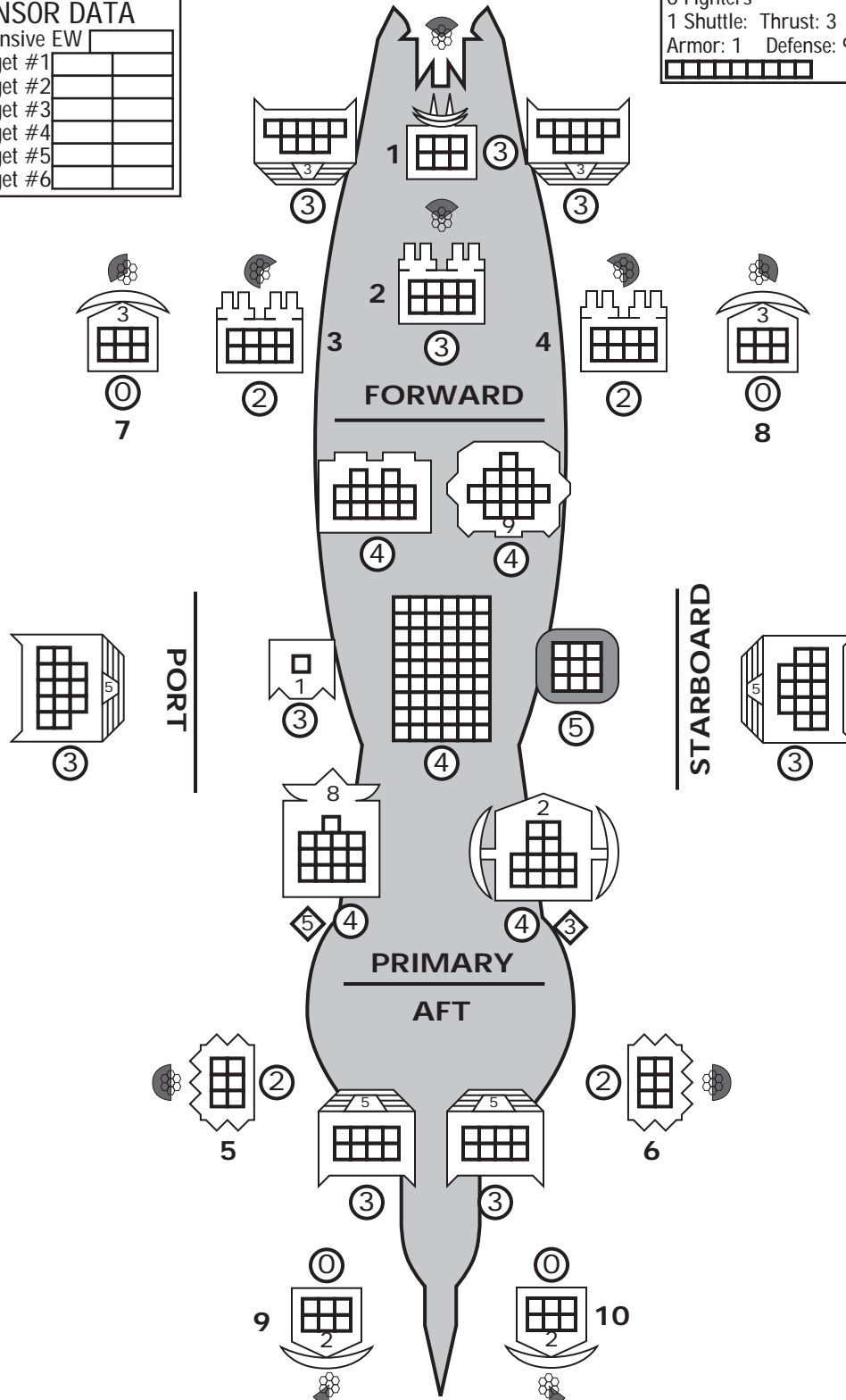
SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

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