

Lakara Variant (Uncommon)

Version 2: 2E/SF

Name: _____

Counter: _____



Abbai Lokita Carrier

SPECS

Class: Capital Ship
In Service: 2243
Point Value: 650
Ramming Factor: 200
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (15)
Stb/Port Def: 16 (14/15)
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

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

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

SIDE HITS

1-3: Port/Stb Thrust
4: Gravitic Shield
5-6: Port/Stb Hangar
7-8: Particle Impeder
9-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Gravitic Shield
8: Quad Array
9-11: Jump Drive
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

SIDE HANGARS

6 Fighters Each

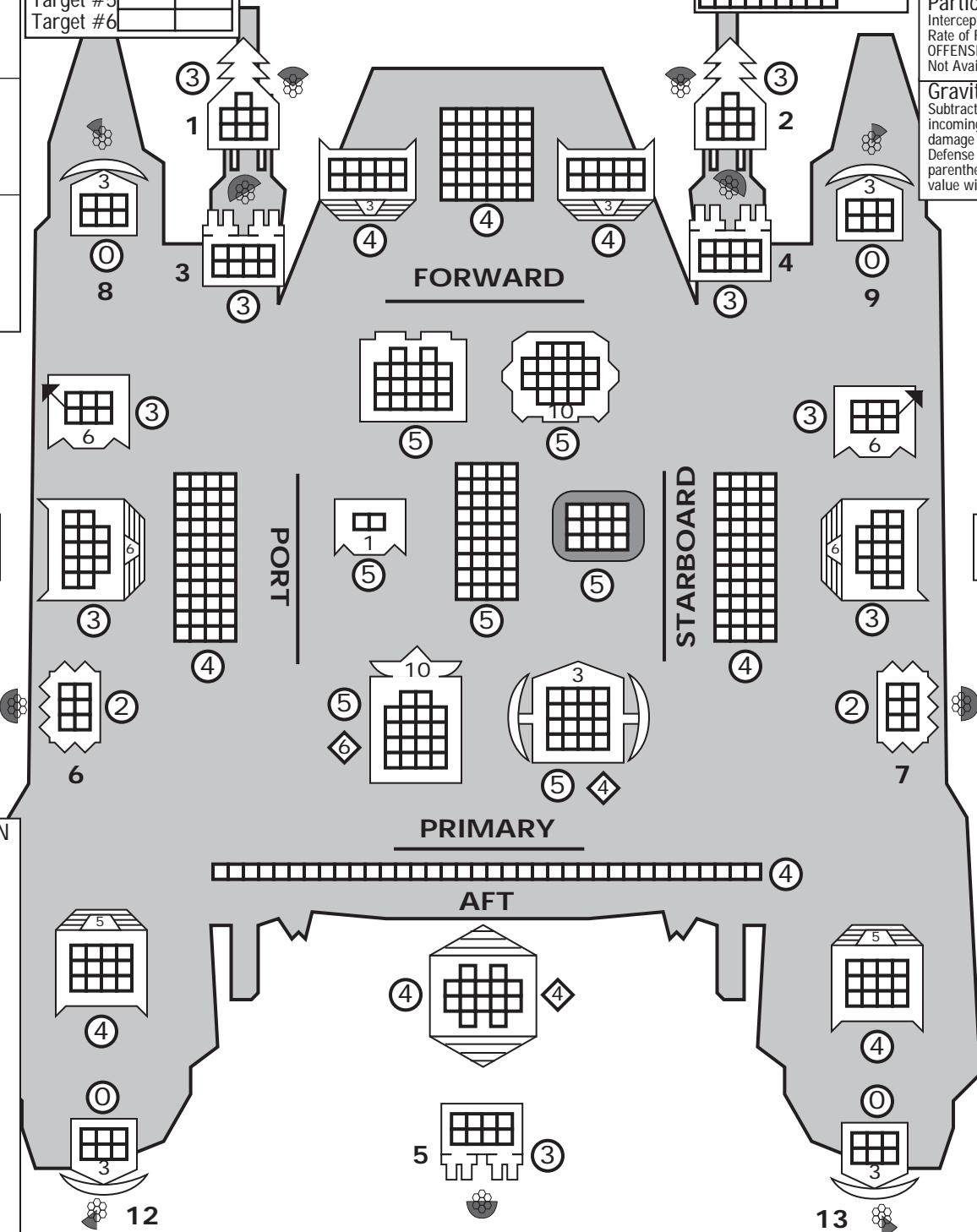
0 Shuttles

PRIMARY HANGAR

0 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