

# Abbai Tiraca Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 2231  
Point Value: 450  
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

### 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

### 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: Combat Laser  
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

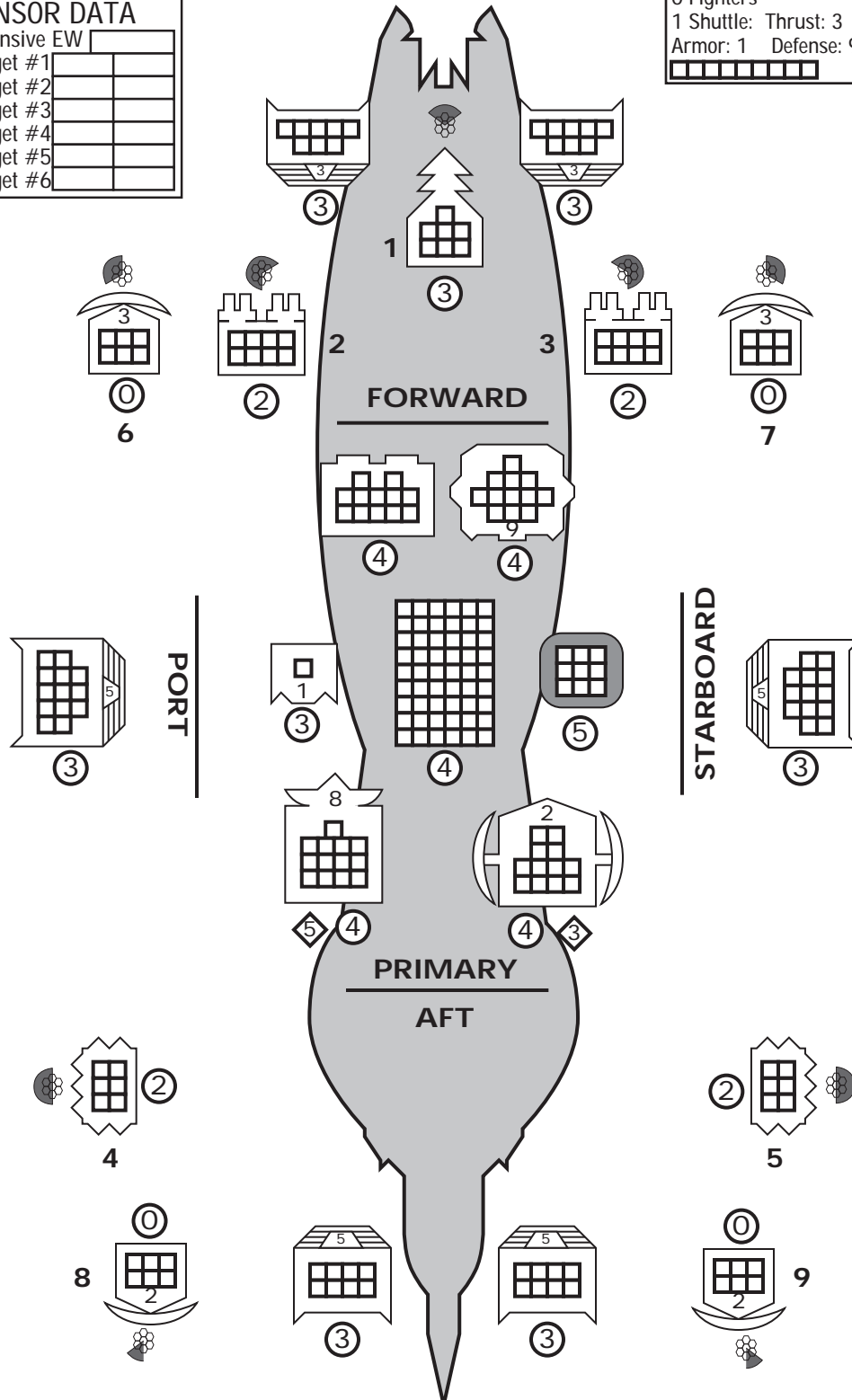
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Combat Laser
- Quad Array
- Particle Impeder
- Gravitic Shield