

# Abbai Tulati Frigate

## SPECS

Class: Medium Ship  
In Service: 2180  
Point Value: 300  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 13 (11)  
Stb/Port Defense: 14 (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	1	2	2	2	3	3	3	4	4	4

## HANGAR

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

## 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  
7-10: 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

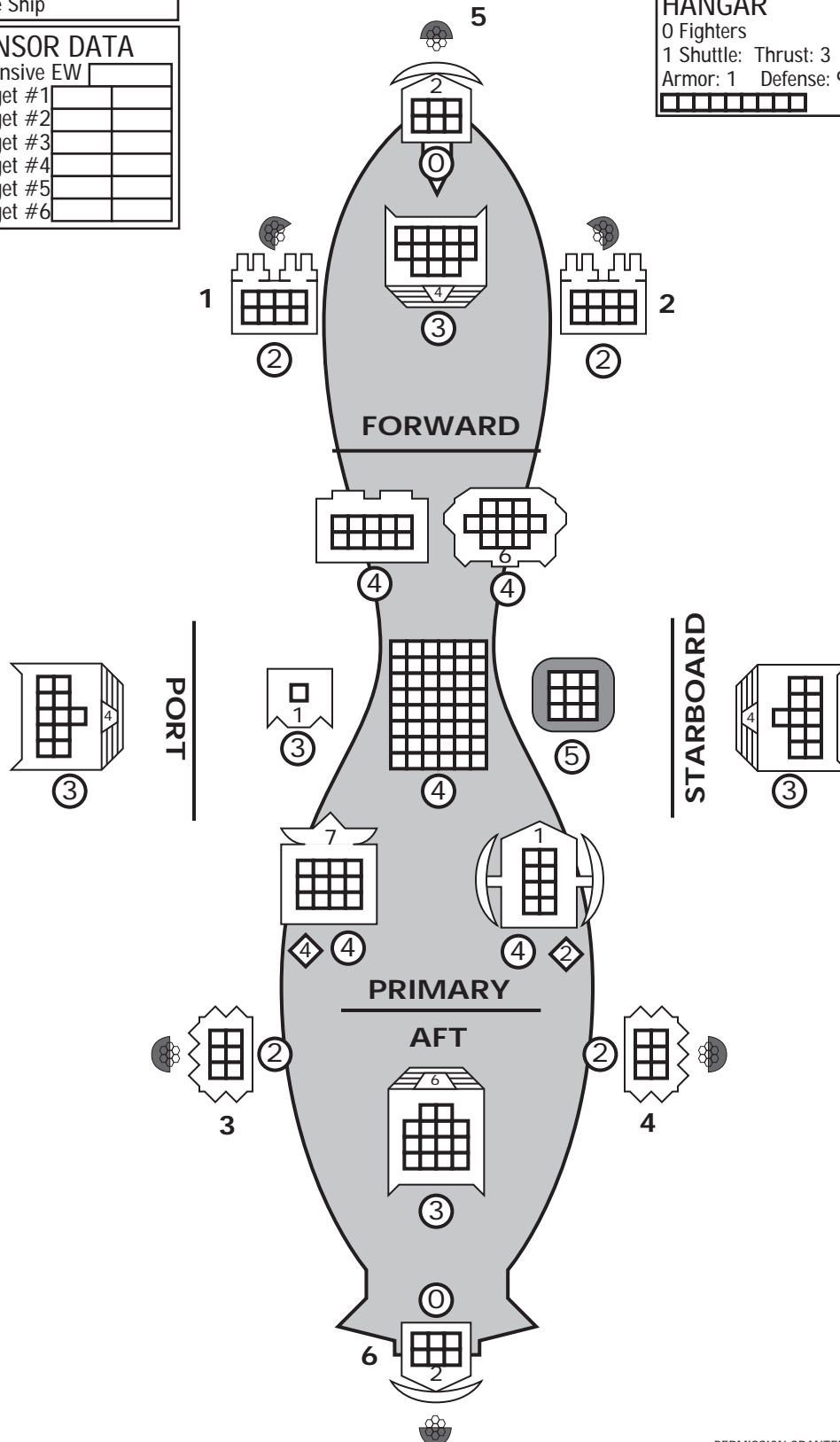
## SPECIAL NOTES

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
- Quad Array
- Particle Impeder
- Gravitic Shield