

Version 3: 2E/S8

Name: _____ Counter: _____



Abbai Kastona Cruiser

SPECS

Class: Capital Ship
In Service: 1950
Point Value: 450
Ramming Value: 180
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 16 (15/14)
Stb/Port Defense: 16 (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 | 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

Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 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.

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5: Med/Assault Laser
6-7: Laser Cutter/Assault Laser
8-9: Light Particle Beam
10-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Gravitic Shield
7-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Gravitic Shield
7-8: Light Particle Beam
9-10: Jump Drive
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
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



ARMOR REFIT

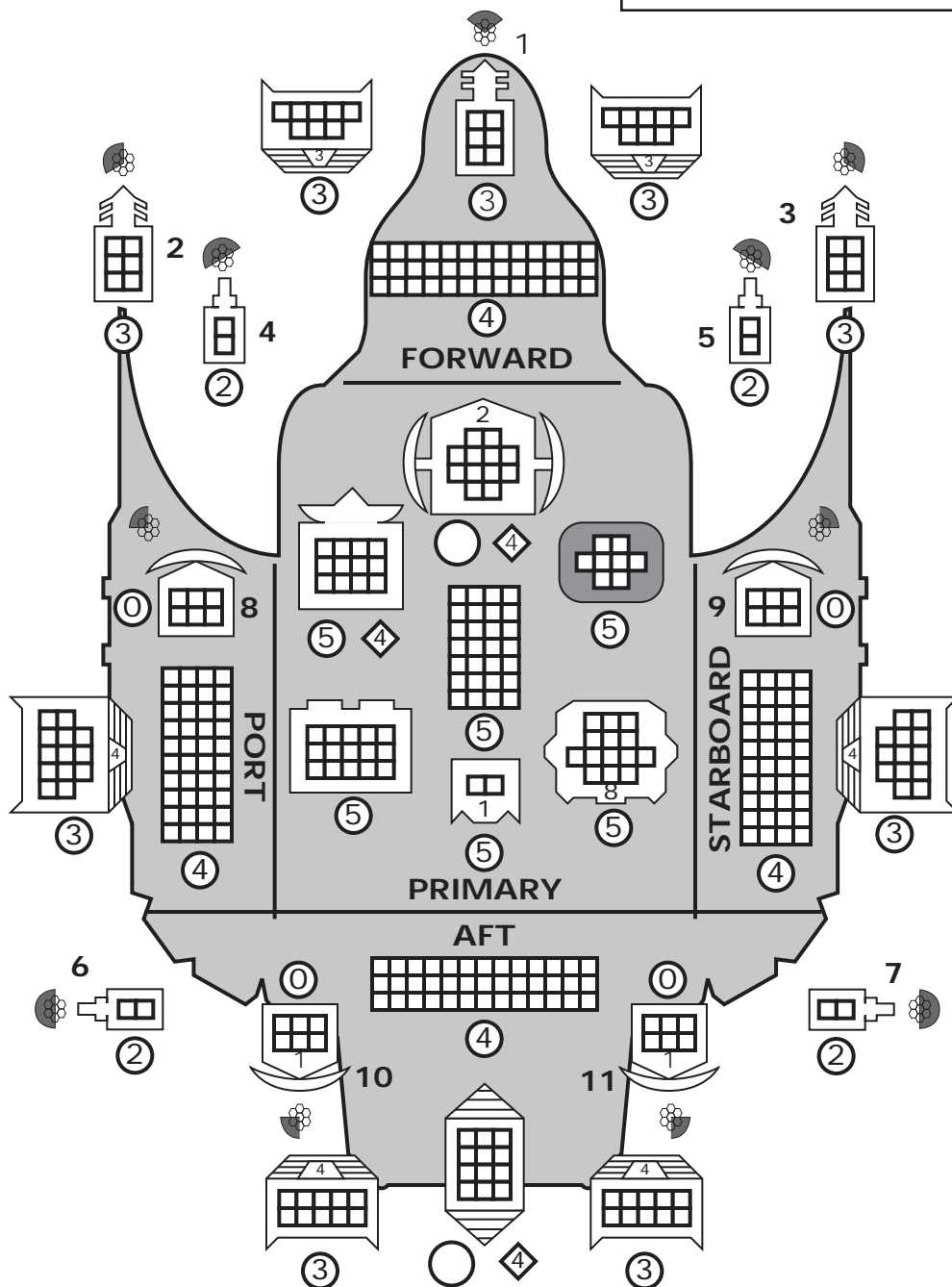
| System | 1950 | 2016 | 2040 |
|------------------|------|------|------|
| Shield Generator | 5 | 6 | 6 |
| Jump Drive | 4 | 5 | 5 |

SENSOR REFIT

Sensor Rating 5 6 6

SHIELD REFIT

P/S Gravitic Shield Rating 1 1 2



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Med Laser Cannon
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam

2016 Refit

Point Value: 470

1. Replace Medium Laser 1 with Assault Laser 1.

2040 Refit

(includes 2016 Refit)

Point Value: 530

1. Replace Laser Cutters 2 and 3 with Assault Lasers 2 and 3.
2. Modify Gravitic Shield Arc as follows.

