

Abbai Nota Deep Scout

SPECS

Class: Capital Ship
In Service: 1856
Point Value: 475
Ramming Value: 200
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 16 (15)
Stb/Port Defense: 17 (16)
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	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 9/9



SENSOR REFIT

Sensor Rating 8 9

SHIELD REFIT

Shield Generator Rating 3 4

1972 REFIT

Point Value: 500

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

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.

Sensor Spear

Class: Electromagnetic
Mode: Standard
Damage: 1d3 Sensor
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Subtracts 1d3 from target's sensors for next turn.

Comm Jammer

Class: Electromagnetic
Mode: Standard
Damage: 1d6 Initiative
Range Penalty: -1 per hex
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from target's initiative for next turn.

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shields
7: Laser Cutter
8-9: Lt. Particle Beam
10-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Gravitic Shield
8-9: Lt. Particle Beam
10-11: Sensor Spear
12-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Lt. Particle Beam
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Shield Generator
10: Comm Jammer
11: Jump Drive
12: Hangar
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

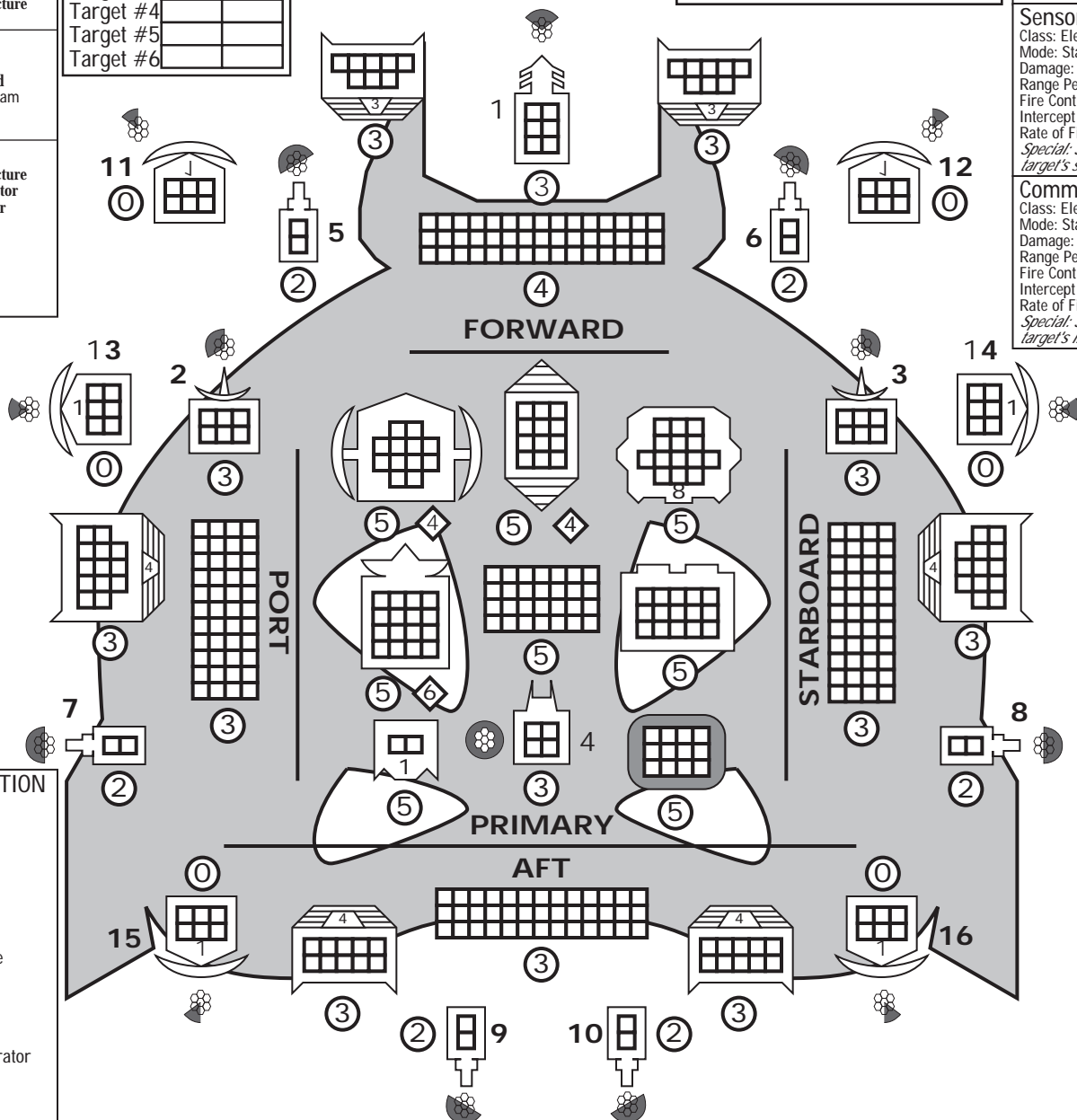
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Sensor Spear
- Comm Jammer
- Gravitic Shield
- Light Particle Beam