



Version 2: 2E/SF

Name: _____ Counter: _____



Abbai Lypo Castration Cruiser

SPECS

Class: Capital Ship
In Service: N/A
Point Value: N/A
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 16 (13/14)
Stb/Port Defense: 16 (13)
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

HANGARS

12 Ftrs, 1 Shuttle Each
2 Shuttles: 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

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
7-11: Combat Laser
12-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Gravitic Shield
8-9: Quad Array
10-12: Combat Laser
13-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Particle Impeder
11-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Shield Generator
11-13: Sensors
14-16: Engine
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

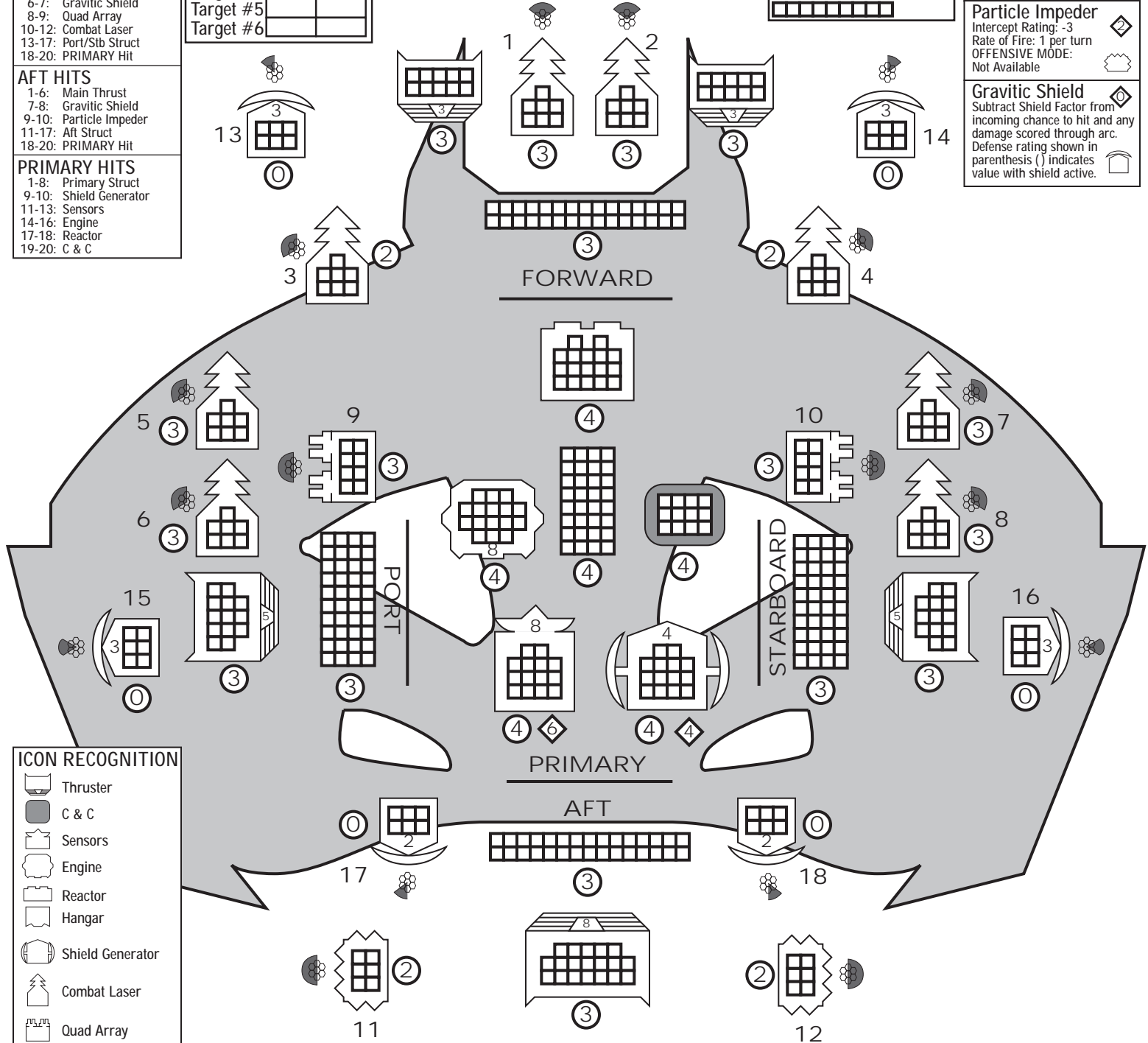
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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