

# Abbai Shykara Defense Frigate

## SPECS

Class: Medium Ship  
In Service: 2207  
Point Value: 350  
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+0 Thrust  
Roll Cost: 1+0 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13 (9)  
Stb/Port Defense: 15 (11)  
Engine Efficiency: 1/1  
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

## 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

### Comm Disruptor

Class: Electromagnetic  
Mode: Standard  
Damage: 1d6 Init, 1d6 Sensor  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Subtracts 1d6 from targets initiative and 1d6 from sensors for next 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  
7-8: Quad Array  
9: Comm Disruptor  
10-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Particle Impeder  
10-17: Structure  
18-20: 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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

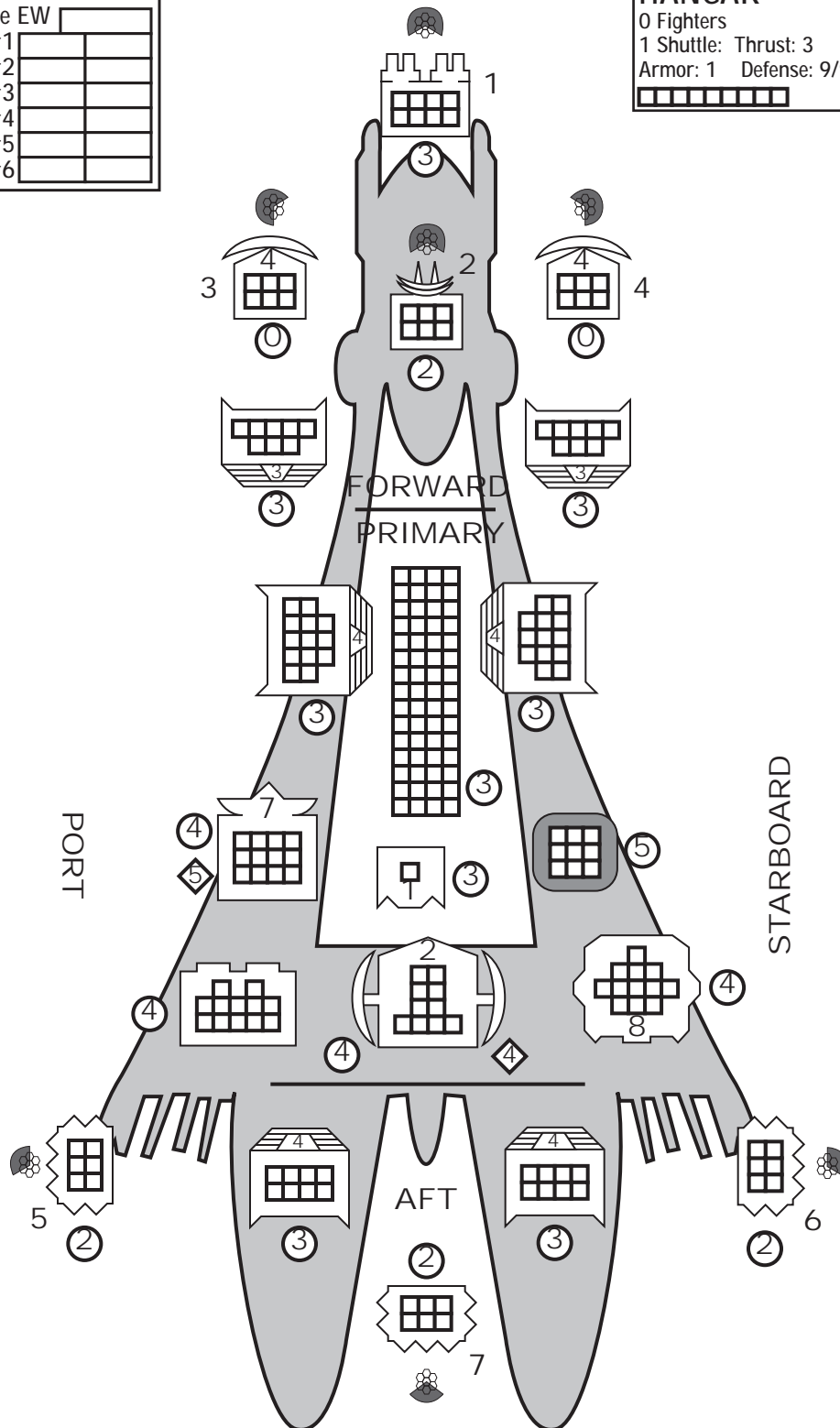
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 9/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Quad Array
- Comm Disruptor
- Particle Impeder
- Gravitic Shield