



# Lakara Variant (Rare)

Version 2: 2E/V4

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

## Abbai Nakarsa Command Cruiser



### SPECS

Class: Capital Ship  
In Service: 2253  
Point Value: 750  
Ramming Factor: 200  
Jump Delay: 32 Turns

### MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+2 Thrust  
Roll Cost: 3+1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 18 (15)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

### 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
- 7-9: Combat Laser
- 10-11: Quad Array
- 12-17: Forward Struct
- 18-20: PRIMARY Hit

### SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Gravitic Shield
- 5-6: Quad Array
- 7-8: Particle Impeder
- 9-17: Port/Stb Struct
- 18-20: PRIMARY Hit

### AFT HITS

- 1-5: Main Thrust
- 6-7: Gravitic Shield
- 8: Quad Array
- 9-11: Jump Drive
- 12-17: Aft Struct
- 18-20: PRIMARY Hit

### PRIMARY HITS

- 1-7: Primary Struct
- 8-9: Shield Generator
- 10-12: Sensors
- 13-14: Engine
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

### SPECIAL NOTES

Adds +1 initiative bonus to all Abbai ships in the scenario

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

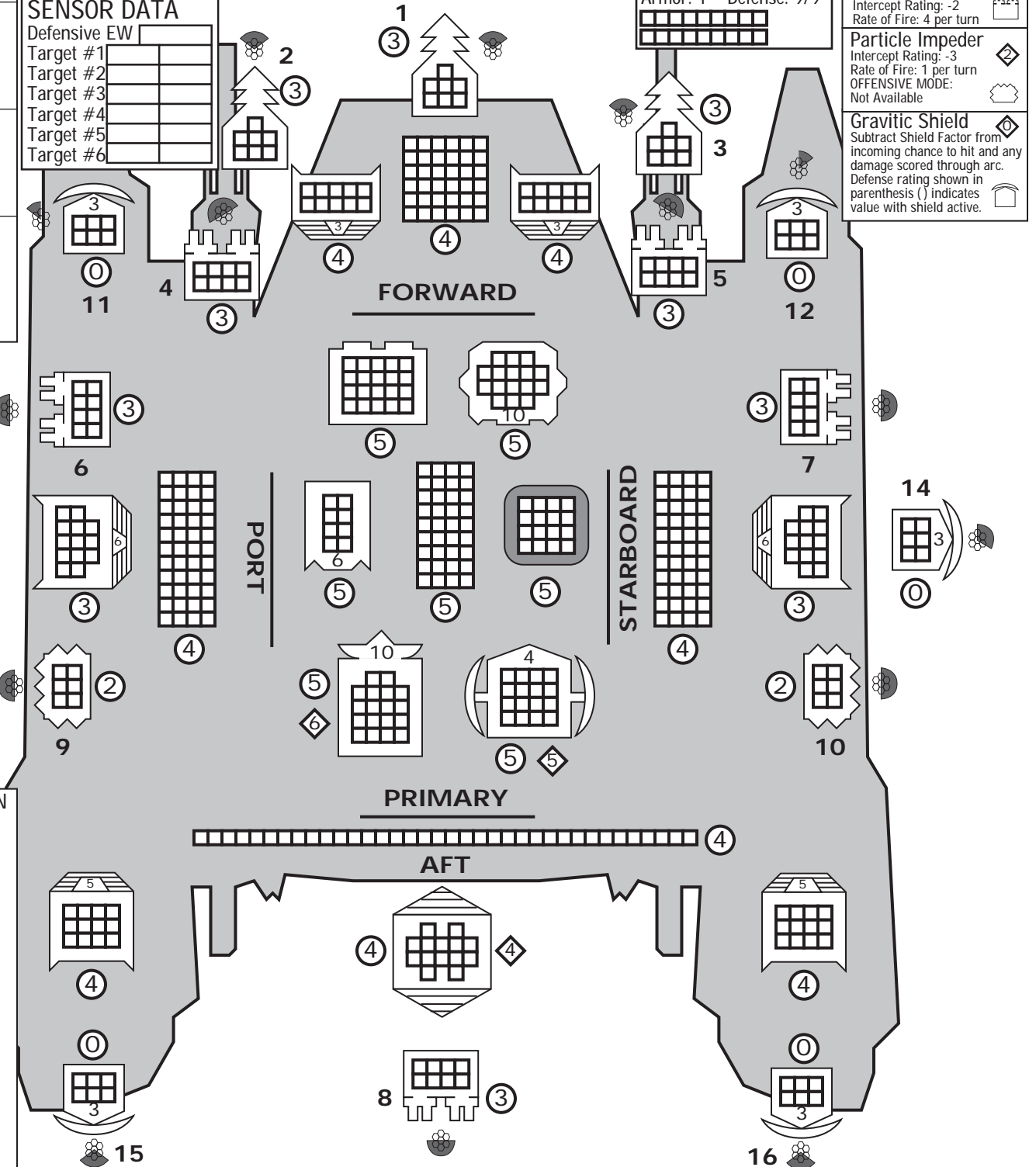
Target #6

### HANGAR

6 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9



### ICON RECOGNITION

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