

Brova Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Kirstom Large Cruiser

SPECS

Class: Capital Ship
In Service: 2006
Point Value: 575
Ramming Value: 230
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (17)
Stb/Port Defense: 18 (17)
Engine Efficiency: 4/1
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 2006 2015
6 7

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shields
7-8: Medium/Assault Laser
9-10: Lt Particle Beam
11-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Gravitic Shield
6-7: Laser Cutter/Assault Laser
8: Lt Particle Beam
9-17: 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

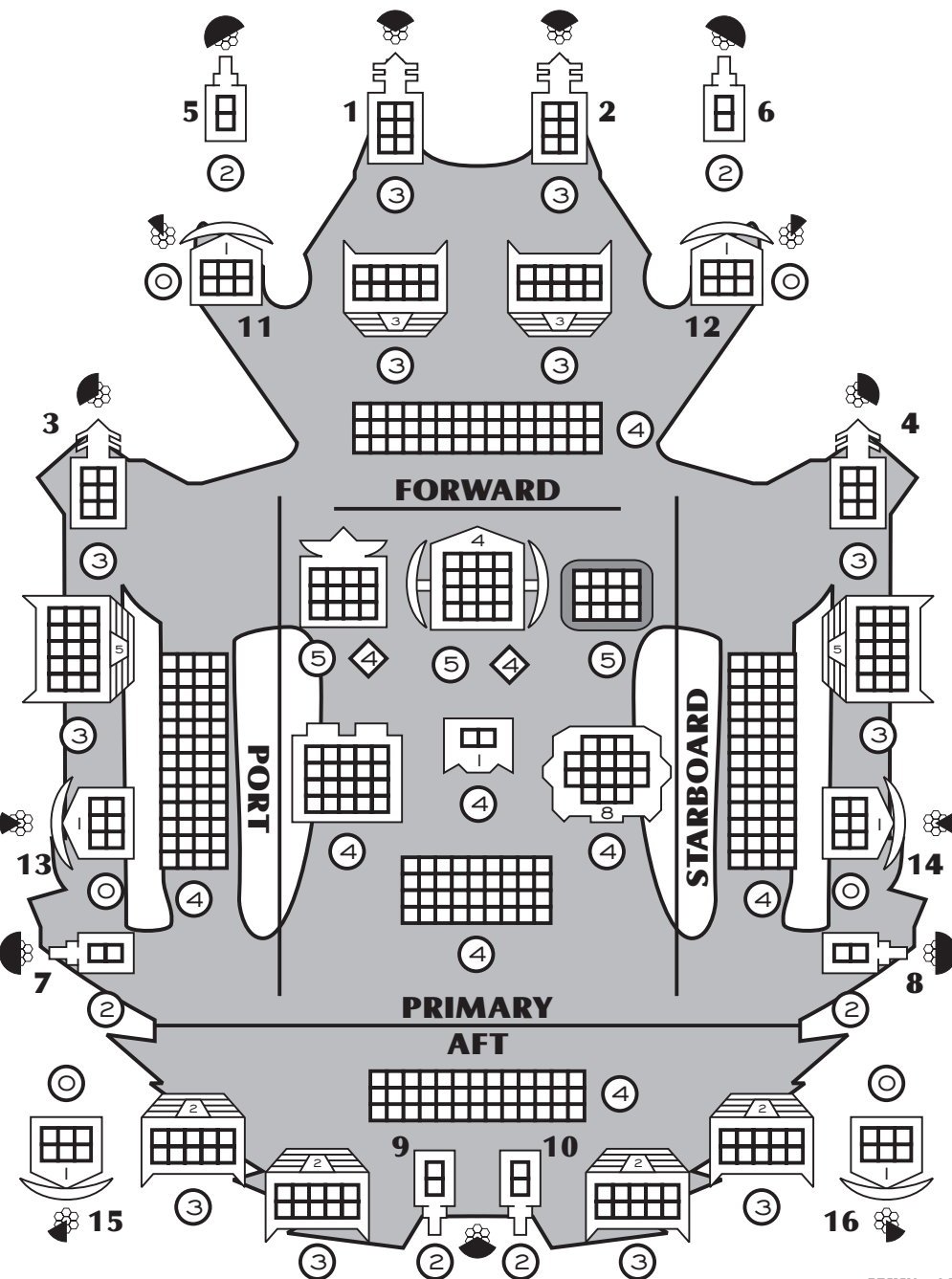
PRIMARY HITS

1-9: 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	



ICON RECOGNITION

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

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
Modes: 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

2015 Refit

Point Value: 625
1. Replace Medium Lasers 1 and 2 with Assault Lasers 1 and 2.
2. Replace Laser Cutters 3 and 4 with Assault Lasers 3 and 4.

