

**SPECS**

Class: Capital Ship  
In Service: 2267  
Point Value: 1000  
Ramming Factor: 310  
Jump Delay: 28 Turns

**MANEUVERING**

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

**COMBAT STATS**

Fwd/Aft Defense: 16 (12)  
Stb/Port Defense: 17 (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	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

**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.

**Quad Bolter**

Class: Particle  
Modes: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -1  
Rate of Fire: 4 per turn  
Quad Array overheat rules apply to the Quad Bolter as well.

**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  
9-10: Quad Bolter  
11-17: Port/Stb Struct  
18-20: PRIMARY Hit

**AFT HITS**

1-5: Main Thrust  
6-7: Gravitic Shield  
8: Particle Impeder  
9-10: Quad Array  
11-12: Jump Drive  
13-17: 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

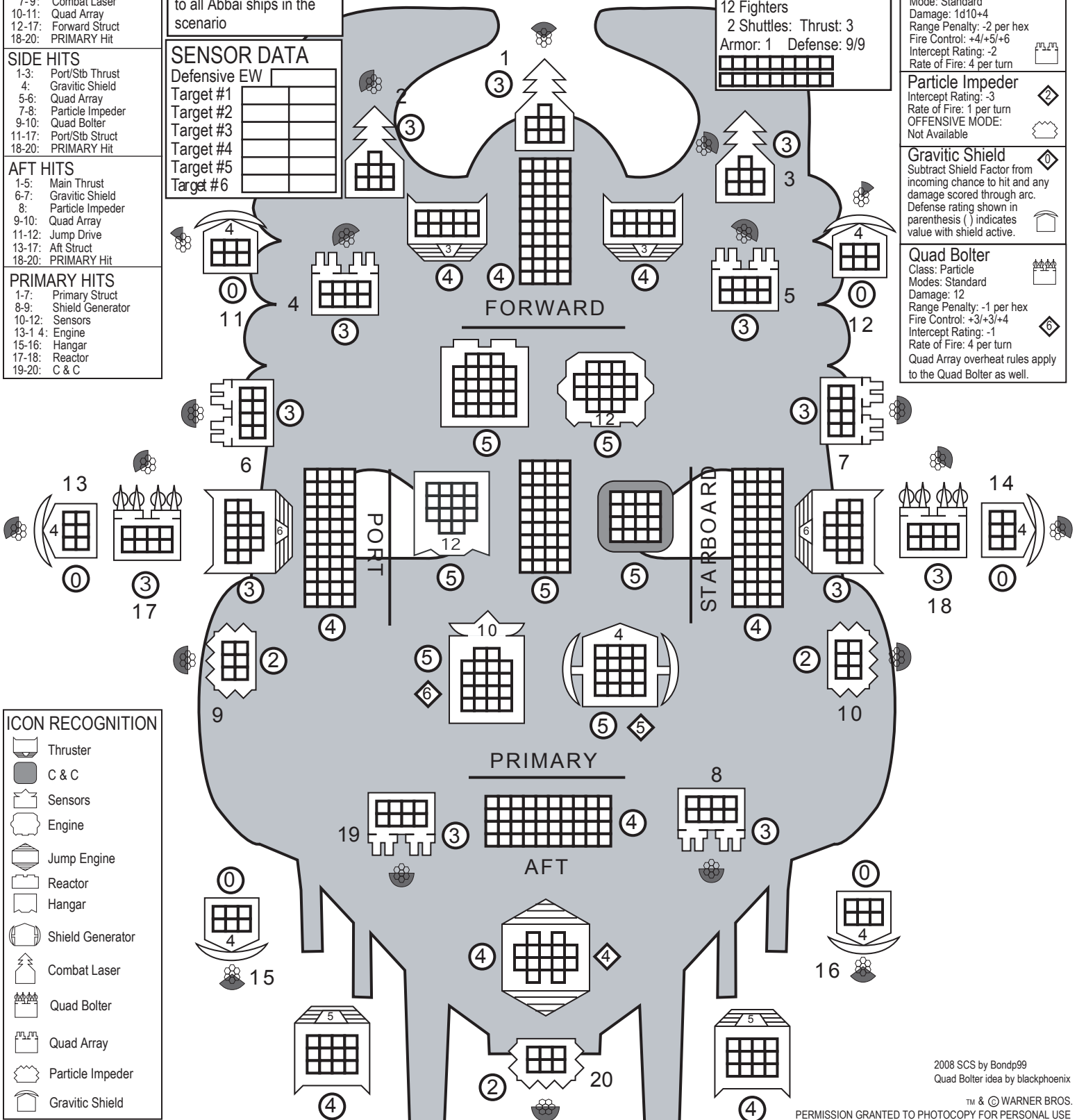
Target #6

**HANGAR**

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9

**ICON RECOGNITION**

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