



# ABBAI GOLRAN FRIGATE

SPECS	MANEUVERING	COMBAT STATS
Class: MEDIUM VESSEL	Turn Cost: 1/2	Fwd/Aft Defense: 17 (14)
In Service: 2234	Turn Delay: 1/2	Stb/Port Defense: 15 (12)
Point Value: 350	Accel/Decel Cost: 3	Engine Efficiency: 4/1
Ramming Factor: 75	Pivot Cost: 4+2	Extra Power: +0
Jump Delay: 32 TURNS	Roll Cost: 3+1	Initiative Bonus: +1
<b>Speed</b>		
Turn Cost		
Turn Delay		

WEAPON DATA	
<b>Quad Array</b>	◆
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	
<b>Particle Impeder</b>	◆
Intercept Rating: -3	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Not Available	
<b>Combat Laser</b>	◆
Class: Laser	
Mode: Piercing	
Damage: 3d10+16	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

FORWARD HITS
1-3: COMBAT LASER
4-6: THRUSTER
7-9: ARRAY
10-19: STRUCTURE
20: PRIMARY

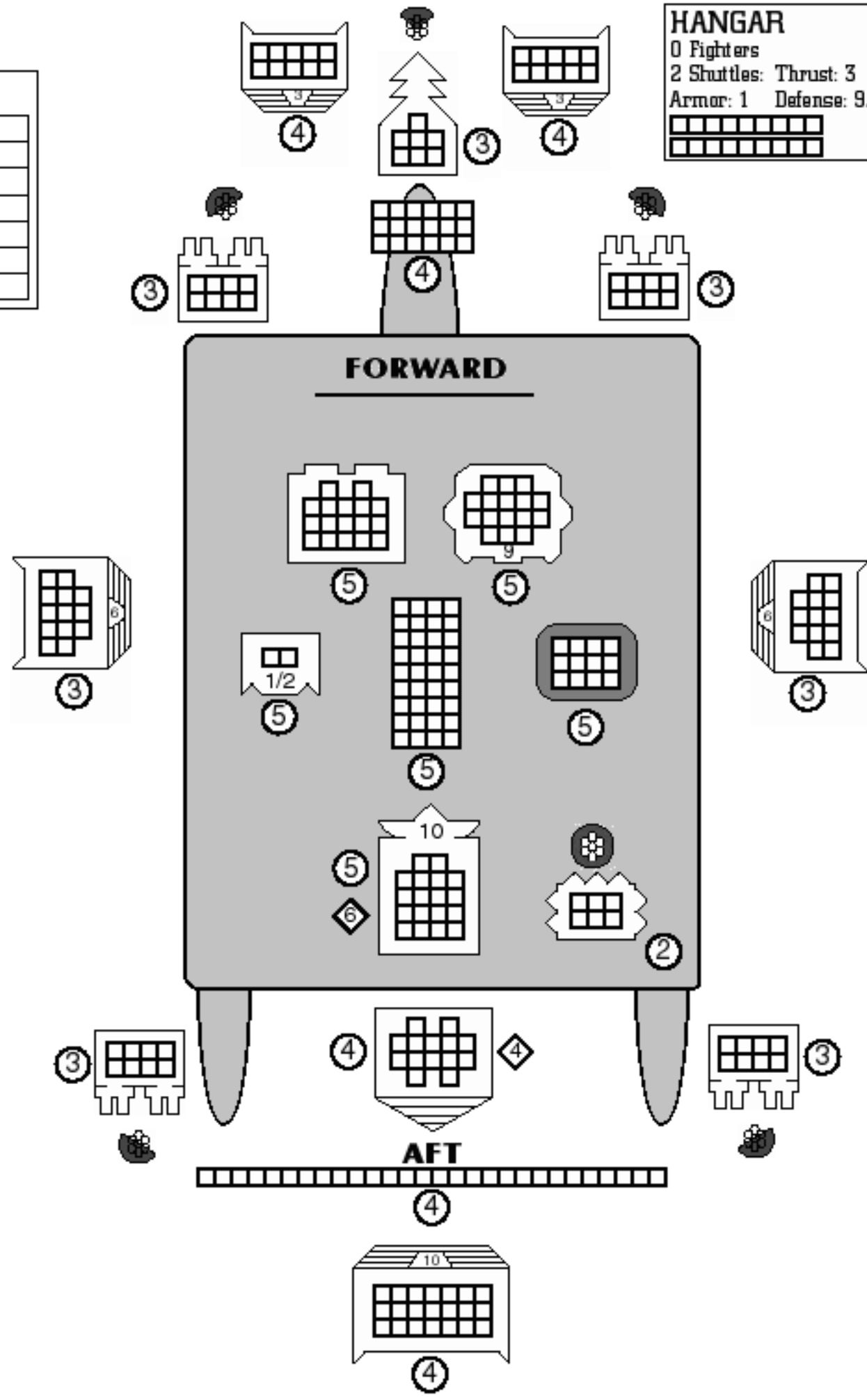
AFT HITS
1-3: ARRAY
4-6: THRUSTER
7-19: STRUCTURE
20: PRIMARY

PRIMARY HITS
1-3: HANGAR
4-7: IMPEDER
8-9: SENSORS
10-11: REACTOR
12-13: ENGINE
14-15: THRUSTER
16-17: JUMP ENGINE
18-19: STRUCTURE
20: C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 9/9



	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Combat Laser
	Quad Array
	Particle Impeder