

Antarean Hylos Defender (4)

PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Thruster
- 12-13: Lt. Tactical Laser
- 14: Med. Tactical Laser
- 15: Class T Missile Rack
- 16-17: Sensors
- 18: Orbital Control
- 19: Reactor
- 20: Control Systems

SPECIAL NOTES

Reactive Structure (4/9)

SPECS

Class: OSAT
In Service: 2236
Point Value: 250 each
Ramming Factor: 20
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Medium Tactical Laser
Class: Laser
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: -1 or -3
Rate of Fire: 1 per 2 turns

Class-T Missile Rack
Class: Ballistic
Missiles: 10
Range Penalty: None (+15)
Fire Control: +4/+4/+0
Rate of Fire: 1 per 2 turns

Light Tactical Laser
Class: Laser
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Intercept Rating: -2 or -4
Rate of Fire: 1 per turn

Tactical Lasers
All Tactical Lasers gain a further -2 when intercepting ballistics.

Reactive Structure
Reactive Structure is small Structure blocks orbiting the ship which can be moved to block incoming shots.

ICON RECOGNITION

- Thruster
- Control Systems
- Sensors
- Engine
- Reactor
- Reactive Structure
- Class T Missile Rack
- Med Tactical Laser
- Lt Tactical Laser

MISSILES

Rack #6

Rack #7

Any Special Missile takes 2 slots

All Special Missiles are 1/2 cost.

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O.S.A.T. #1

O.S.A.T. #2

O.S.A.T. #3

O.S.A.T. #4

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

Target #2

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