

Antarean Nk Altara Patrol Ship

SPECS

Class: Medium Ship
In Service: 2221
Point Value: 550
Ramming Factor: 35
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +12

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

Improved Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+1
Intercept Rating: -1
Rate of Fire: 1 per turn

Dual Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Imp. Particle Beam
7-9: Dual Particle Beam
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
7-9: Imp. Particle Beam
10-12: Imp. Particle Beam
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stbd Thrust
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

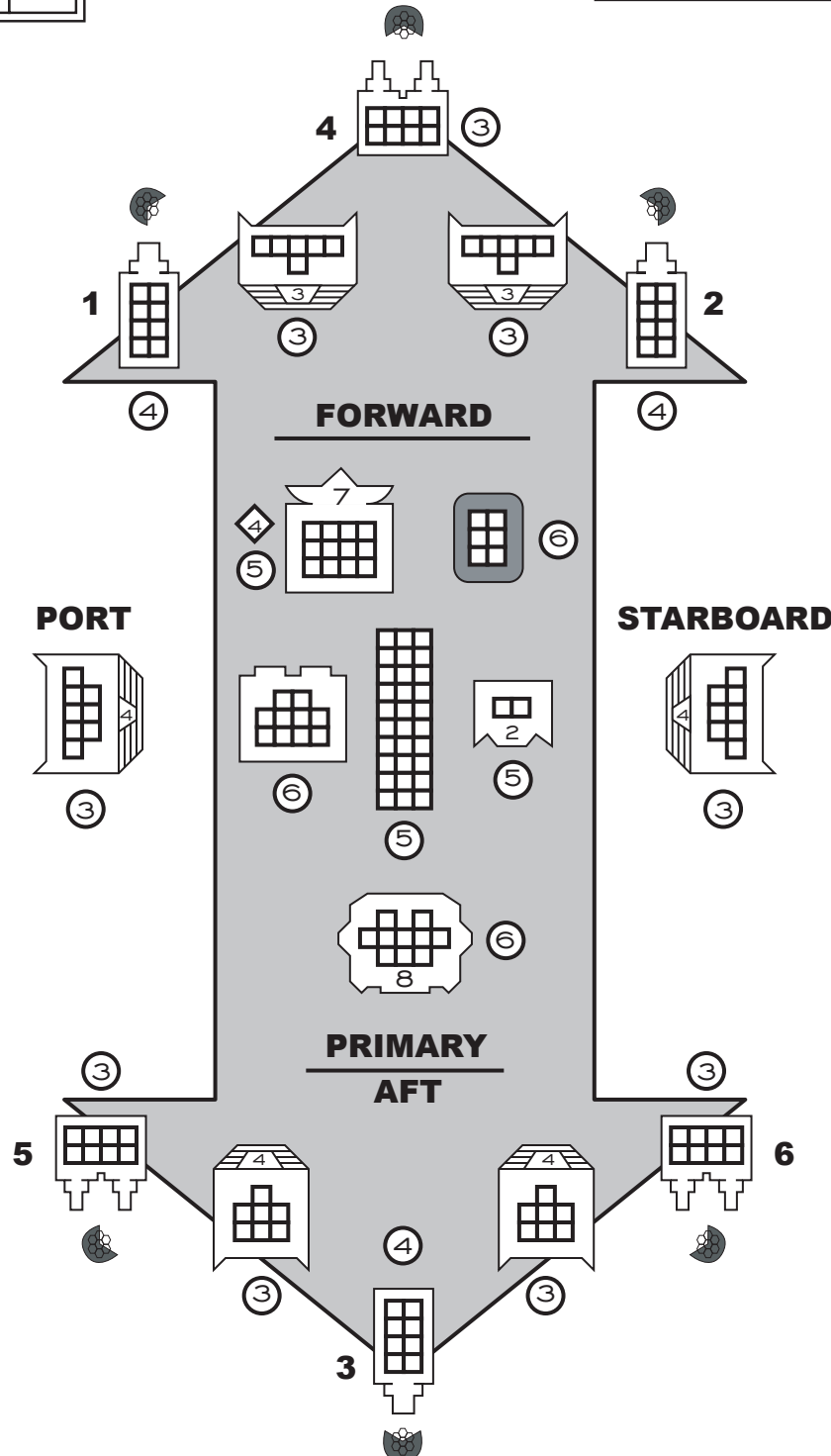
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Dual Particle Beam
- Improved Particle Beam