

Lydex Variant (Uncommon)

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Antarean Lydek Assault Ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2248  
Point Value: 600  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

0 Fighters  
10 Assault Shuttles  
2 Shuttles: Thrust: 6  
Armor: 2/1 Defense: 8/11

## WEAPON DATA

**Heavy Tactical Laser**  
Class: Laser  
Modes: Standard  
Damage: 3d10+15  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-2  
Intercept Rating: -1 or -3  
Rate of Fire: 1 per 3 turns

**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

**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.

## FORWARD HITS

1-5: Retro Thrust  
6-9: Hvy. Tactical Laser  
10-12: Lt. Tactical Laser  
13-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Med. Tactical Laser  
10-11: Lt. Tactical Laser  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Port/Stb Thrust  
11-12: Sensors  
13-14: Engine  
15: Marine Barracks  
16-17: Hangar  
18: Orbital Control  
19: Reactor  
20: C&C

## SPECIAL NOTES

Reactive Structure (8/12)

## SENSOR DATA

Defensive EW

Target #1

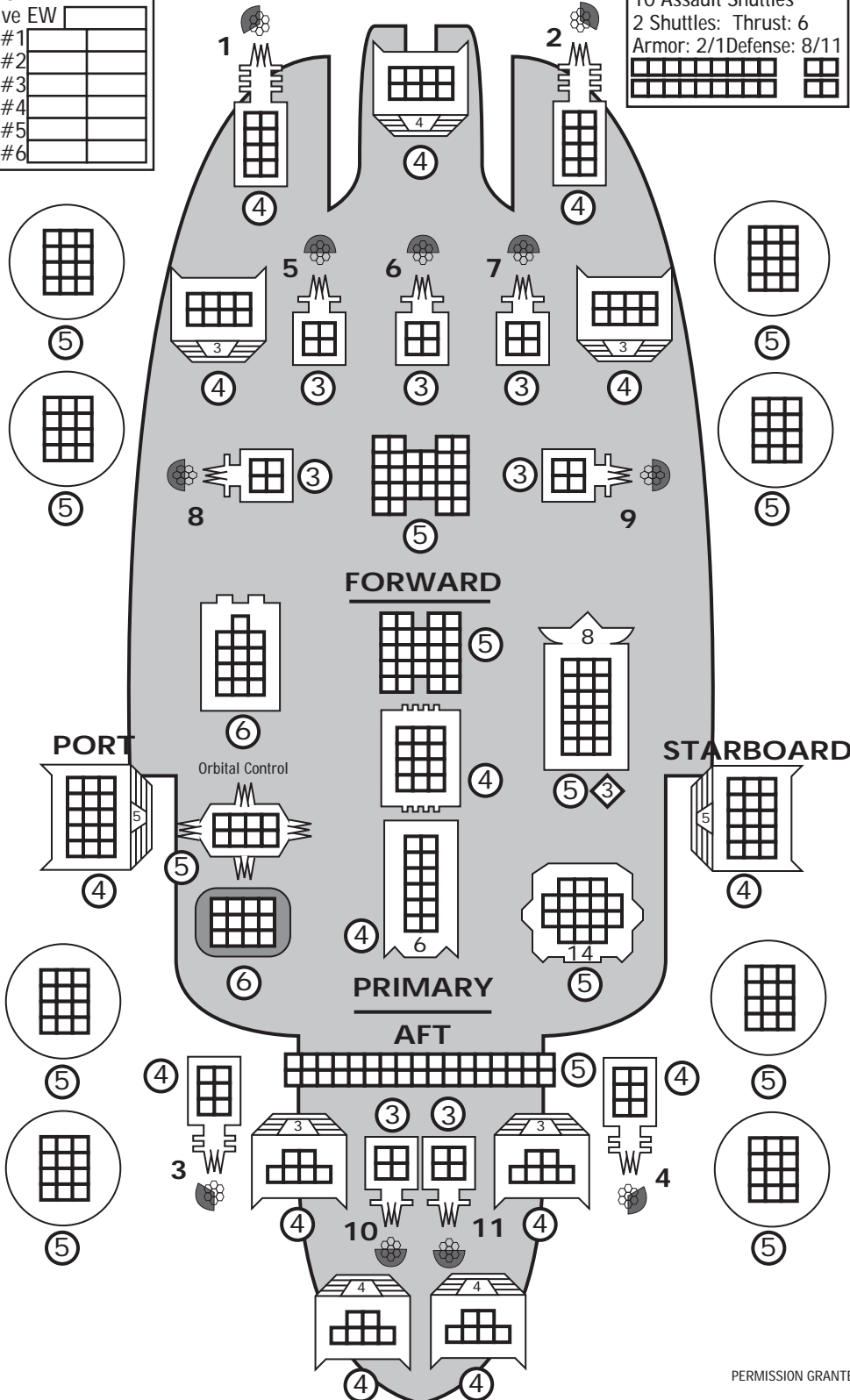
Target #2

Target #3

Target #4

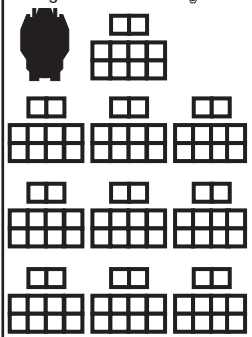
Target #5

Target #6



## JYHIX ASSAULT SHUTTLES

Cost: 30 Defense: 9/10  
Thrust: 10 Offense: +4  
Armor: 2(1) Initiative: +9  
1 Ultra Light Tactical Laser  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4  
Firing Arc:



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Reactive Structure
- Hvy. Tactical Laser
- Med Tactical Laser
- Lt Tactical Laser