

Name: _____ Counter: _____



Antarean Wycrom Battleship

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 1600
Ramming Factor: 250
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

Spinal Tactical Laser
Class: Laser
Modes: Standard
Damage: 5d10+25
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/-2
Intercept Rating: -1 or -3
Rate of Fire: 1 per 4 turns

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
Modes: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: -1 or -4
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

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

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

- 1-4: Retro Thrust
- 5-7: Heavy Tactical Laser
- 8: Spinal Tactical Laser
- 9-10: Class T Missile Rack
- 11: Light Tactical Laser
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-5: Heavy Tactical Laser
- 6: Class T Missile Rack
- 7-8: Light Tactical Laser
- 9: Medium Tactical Laser
- 10-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Heavy Tactical Laser
- 9: Medium Tactical Laser
- 10-11: Light Tactical Laser
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Orbital Control
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

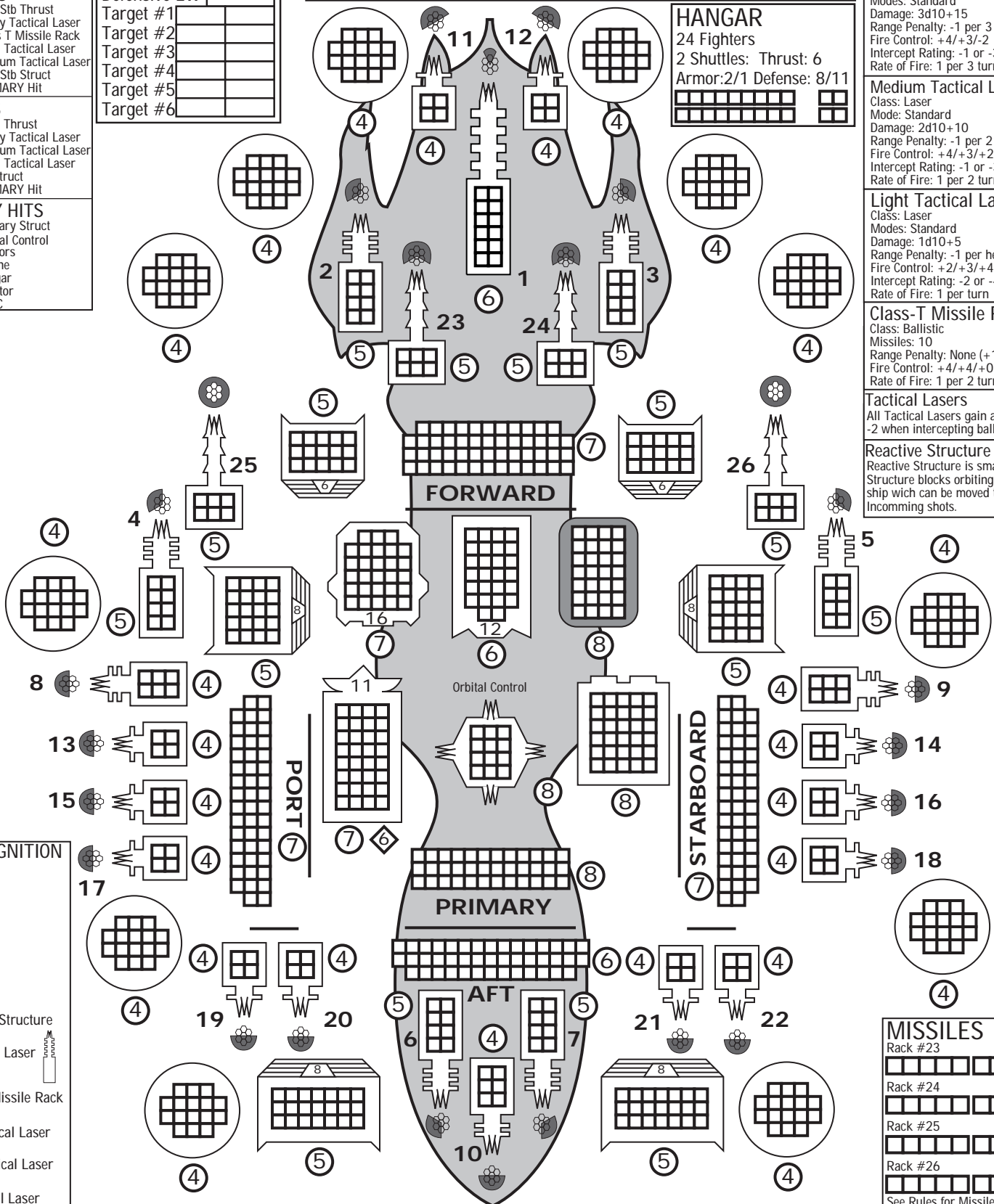
Unique Ship
Reactive Structure (12/16)
Restricted Deployment (10%) after 2265

SENSOR DATA

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

HANGAR

24 Fighters
2 Shuttles: Thrust: 6
Armor: 2/1 Defense: 8/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reactive Structure
- Spinal Tactical Laser
- Class T Missile Rack
- Hvy Tactical Laser
- Med Tactical Laser
- Lt Tactical Laser

MISSILES

Rack #23	
Rack #24	
Rack #25	
Rack #26	
See Rules for Missile Types	