

Antarean Dymecht Battlecruiser

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 875
Ramming Factor: 330
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +0

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
Modes: 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.

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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

12 Fighters
2 Shuttles: Thrust: 6
Armor: 2 Defense: 8/11

SPECIAL NOTES

Reactive Structure (4/16)

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-3: Retro Thrust
4-7: Hvy. Tactical Laser
8-11: Med. Tactical Laser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

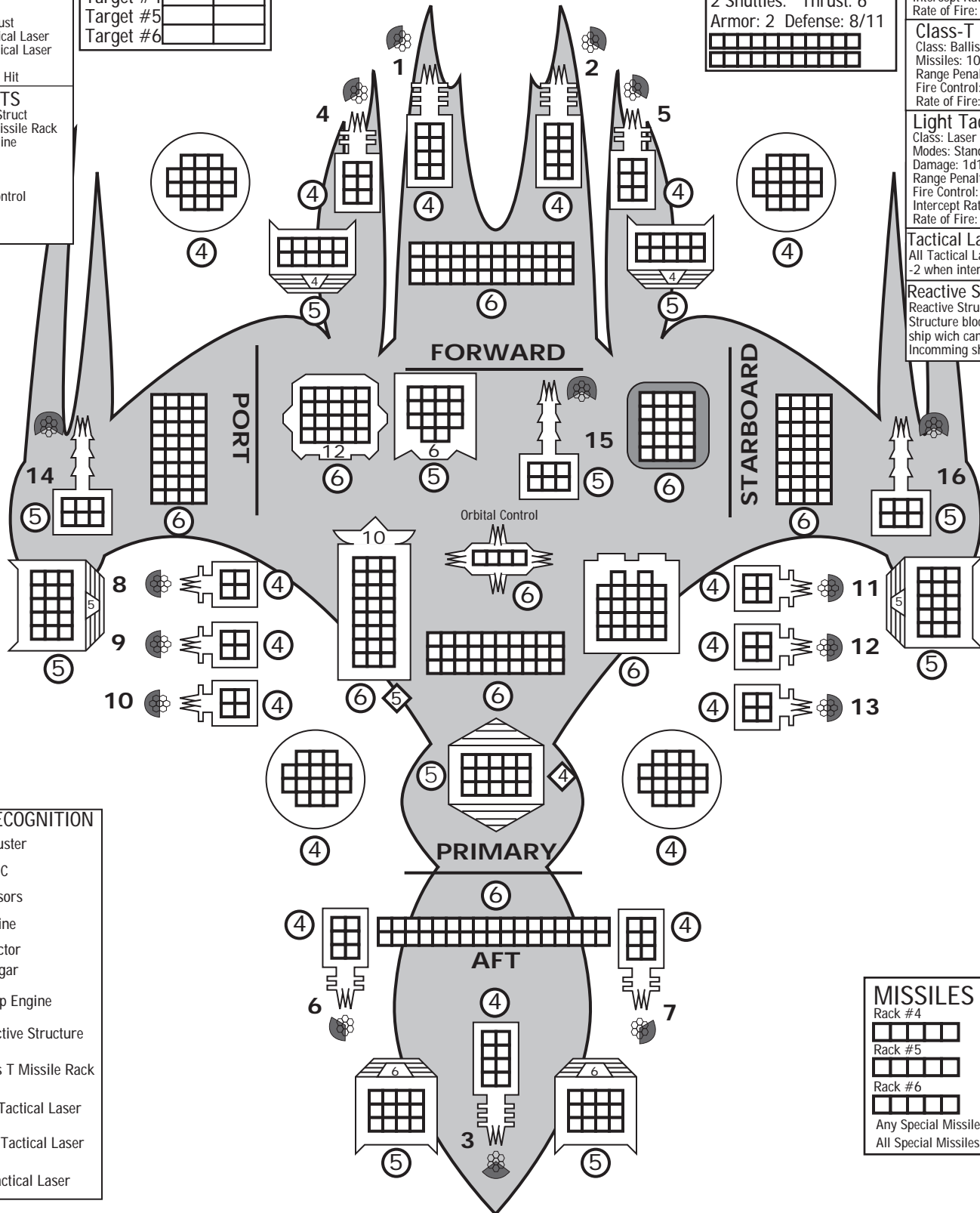
1-4: Port/Stb Thrust
5-7: Lt. Tactical Laser
8-9: Class T Missile Rack
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Struct
9: Class T Missile Rack
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Orbital Control
19: Reactor
20: C & C



ICON RECOGNITION

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

MISSILES

Rack #4	
Rack #5	
Rack #6	

Any Special Missile takes 2 slots
All Special Missiles are 1/2 cost.