

Name: _____ Counter: _____



Antarean Ryker Bombardier

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 12					
In Service: 2267		Turn Delay: 1/2 Speed						Stb/Port Defense: 14					
Point Value: 800		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 130		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +7					
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
Class: T Missile Rack
Class: Ballistic
Missiles: 10
Range Penalty: None (+15)
Fire Control: +4/+4/+0
Rate of Fire: 1 per 2 turns

Orbital Projector
Class: Ballistic
Mode: Standard
Damage: 15 or less
Range Penalty: None
Max Range: 6+ movement
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: up to 2
Special: Can shift up to 4 per turn from offense to defense and vice-versa. See rules.

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.

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4
See Rules for Missile Types

MISSILES
Rack #5
Rack #6
See Rules for Missile Types

FORWARD HITS
1-5: Retro Thrust
6-9: Class T Missile Rack
10-12: Lt. Tactical Laser
13-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Class T Missile Rack
10-11: Lt. Tactical Laser
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-9: Port/Stb Thrust
10-11: Tactical Reload Rack
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Orbital Projector
19: Reactor
20: C&C

SPECIAL NOTES
Limited Deployment (33%)
Duo-Reactive Structure
Off: (5/9) Def: (5/9)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

RELOADS
Reload Rack #12

RELOADS
Reload Rack #13

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Reactive Structure
Tactical Reload
Tactical Missile Rack
Lt Tactical Laser

