

Name: _____ Counter: _____



Antarean Kyloktar Battlestation

SECTION HITS

1-2: Hanger
3-4: Hvy. Tactical Laser
5-7: Lt. Tactical Laser
8: Med. Tactical Laser
9-10: Cargo/Constructor
11: Reactor
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Class T Missile Rack
13-14: Sensors
15-16: Hanger
17-18: Orbital Control
19: Reactor
20: C&C

SPECIAL NOTES

Reactive Structure (20/20)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECS

Class: Enormous Base
In Service: 2245
Point Value: 5750
Ramming Factor: 880
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 24
Stb/Port Defense: 24
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

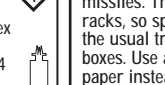
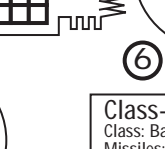
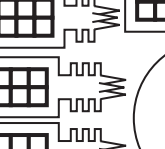
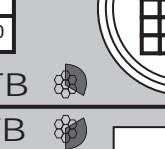
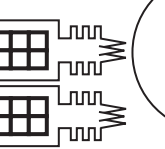
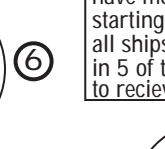
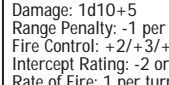
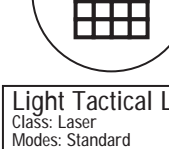
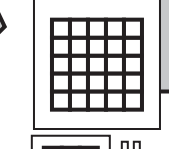
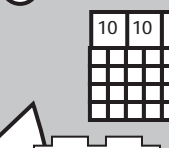
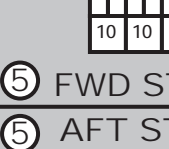
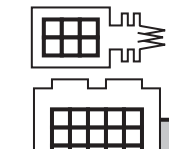
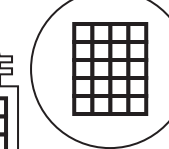
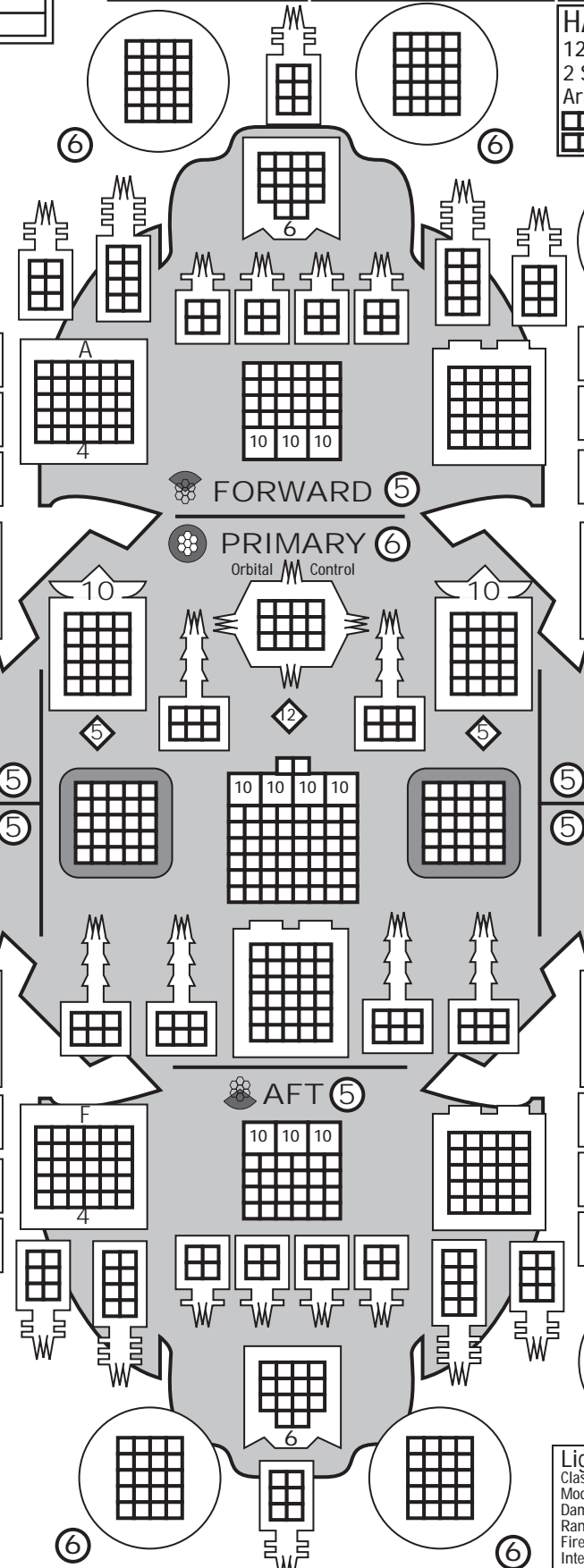
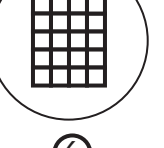
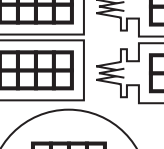
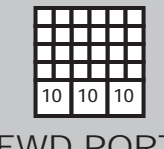
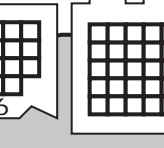
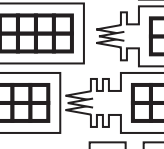
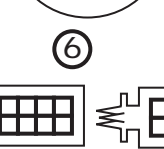
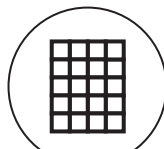
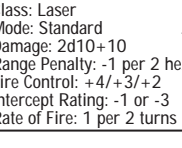
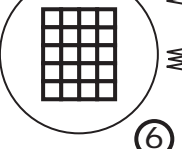
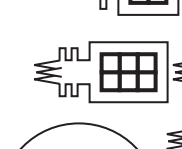
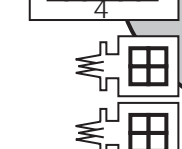
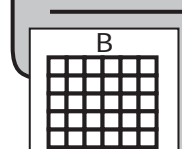
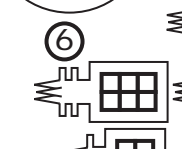
HANGAR

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

WEAPON DATA

Base Constructor
The orbital constructors create the Antarean's main defensive Weapon Reactive Structure. The rate at which they create them are:
R. S. 4 blocks = 4/turn
R. S. 9 blocks = 2/turn
R. S. 12 blocks = 1/turn
R. S. 16 blocks = 1/2
R. S. 20 blocks = 1/3
Antarean ships may not have more than their starting # of orbitals. all ships must pass with in 5 of the constructor to receive an orbital.

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



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

MISSILES

Each Class-T Rack holds 10 missiles. There are six such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

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

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