

Dymeucht Variant (Uncommon) Name: _____ Counter: _____



Antarean Dytix Gunship

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 925
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: +0
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

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



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: Hvy. Tactical Laser
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: Med. Tactical Laser
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Orbital Control
19: Reactor
20: C & C

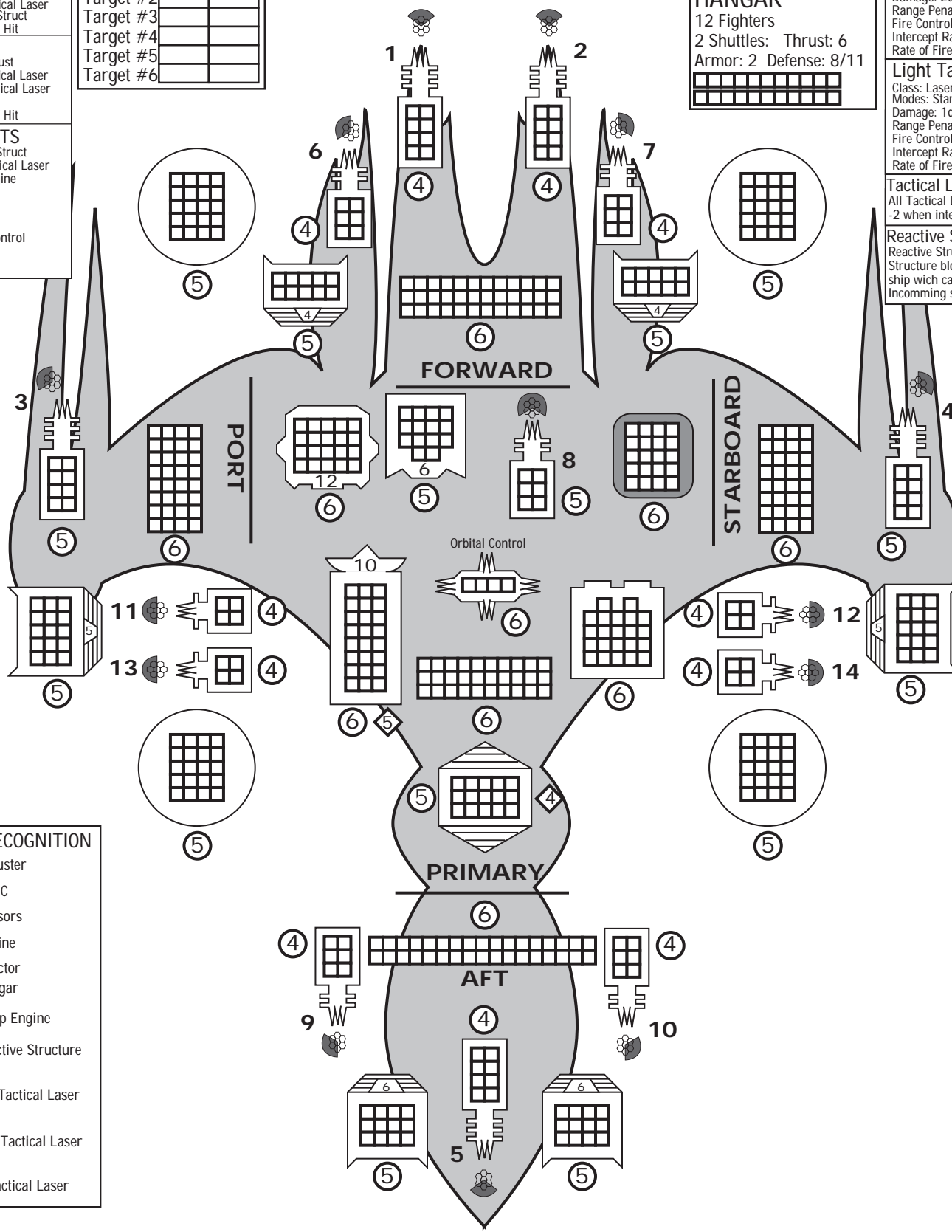
SPECIAL NOTES

Reactive Structure (4/20)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

