

Antarean Cyrex Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2241
Point Value: 725
Ramming Factor: 270
Jump Delay: 18 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +2
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	2	3	4	4	5	6	6	7	8	8

HANGAR

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

WEAPON DATA

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

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.

FORWARD HITS

1-5: Retro Thrust
6-7: Lt. Tactical Laser
8-9: Med. Tactical Laser
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-10: Main Thrust
11-12: Lt. Tactical Laser
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Class-T Missile Rack
10: Jump Engine
11-12: Sensors
13-14: Engine
15-17: Orbital Control
18-19: Reactor
20: C & C

SPECIAL NOTES

Reactive Structure (6/16)

SENSOR DATA

Defensive EW

Target #1

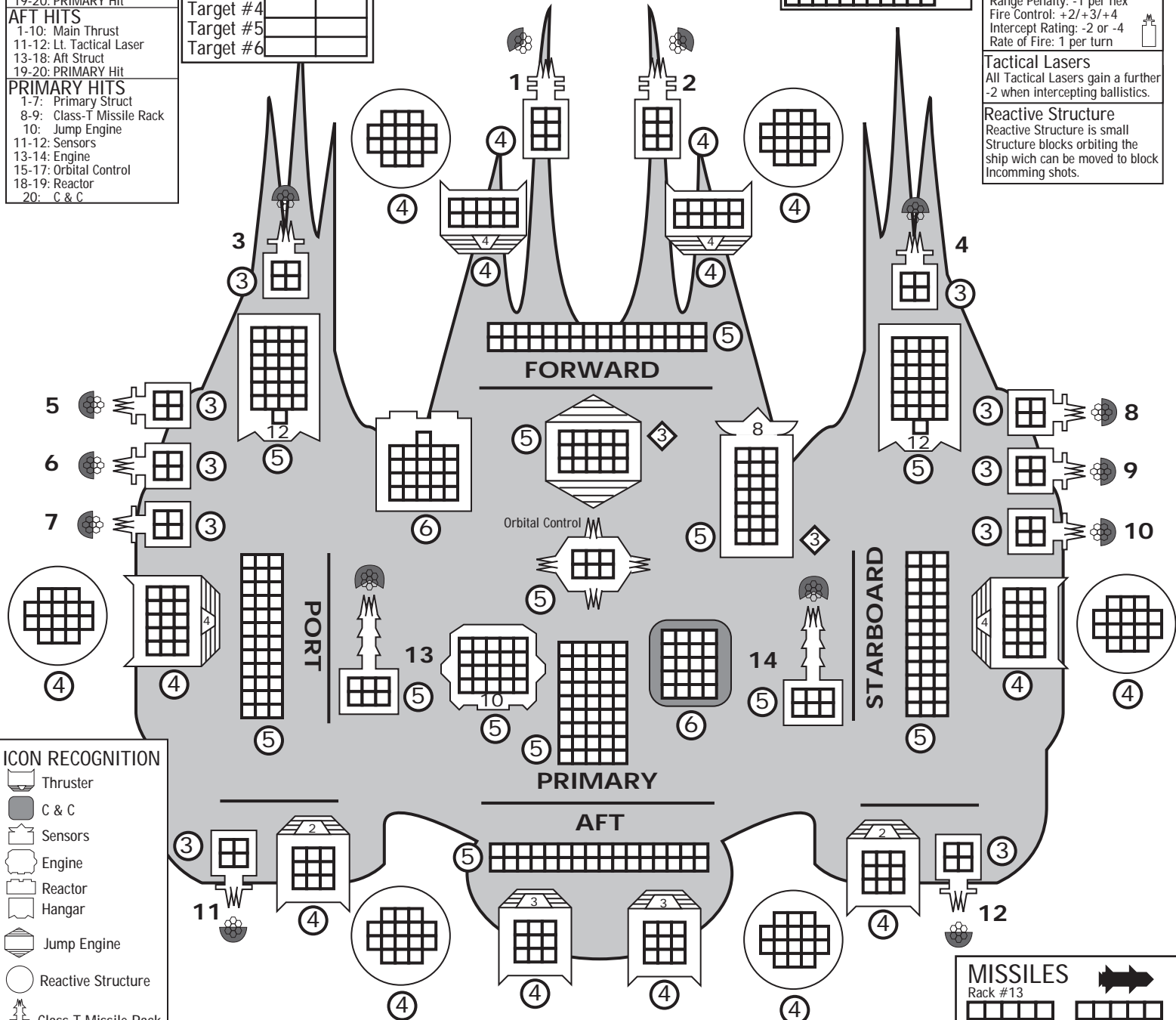
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

MISSILES

Rack #13

Rack #14

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