

Antarean Lydoh Heavy Escort

SPECS

Class: Hvy Combat Vsl
In Service: 2241
Point Value: 550
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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	1	2	2	3	3	4	4	5	5	6	6

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

Light Tactical Laser

Class: Laser
Mode: 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
6-9: Med. Tactical Laser
10-12: Lt. Tactical Laser
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Med. Tactical Laser
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: Lt. Tactical Laser
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Orbital Control
19: Reactor
20: C&C

SPECIAL NOTES

Reactive Structure (8/9)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

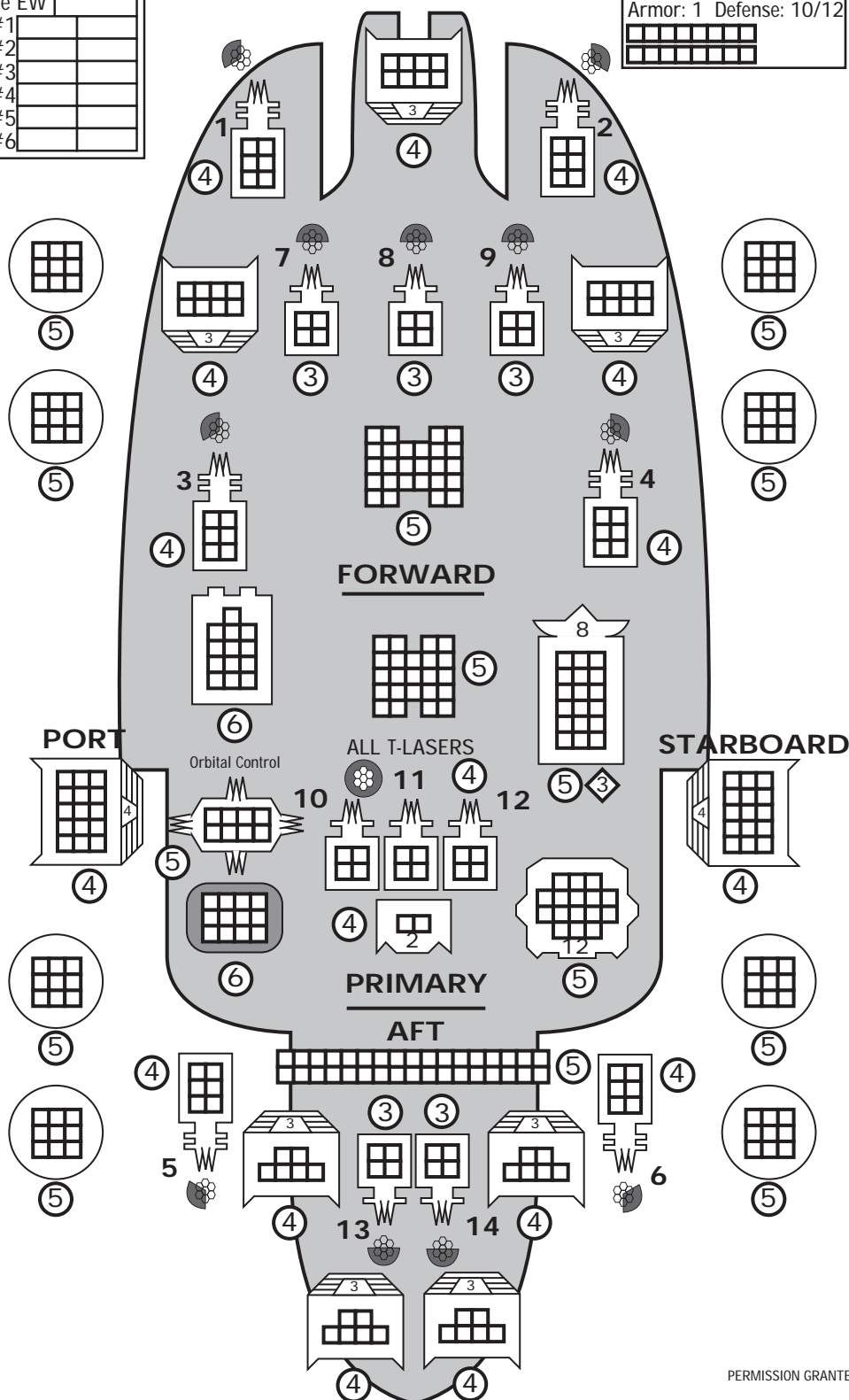
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

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