

# Antarean Nk Altara Warship

## SPECS

Class: HCV  
In Service: 2202  
Point Value: 725  
Ramming Factor: 120  
Jump Delay: 18 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +6

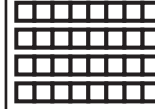
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

0 Fighters

4 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



## WEAPON DATA

**Improved Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/+1  
Intercept Rating: -1  
Rate of Fire: 1 per turn

**Dual Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Guardian Array**  
Intercept Rating: 3  
Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: -/-/+8  
Range Penalty: -3 per hex

## FORWARD HITS

1-4: Retro Thrust  
5-6: Imp. Particle Beam  
7-9: Dual Particle Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
7-9: Imp. Particle Beam  
10-12: Dual Particle Beam  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-9: Port/Stbd Thrust  
10-11: Guardian Array  
12: Jump Engine  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

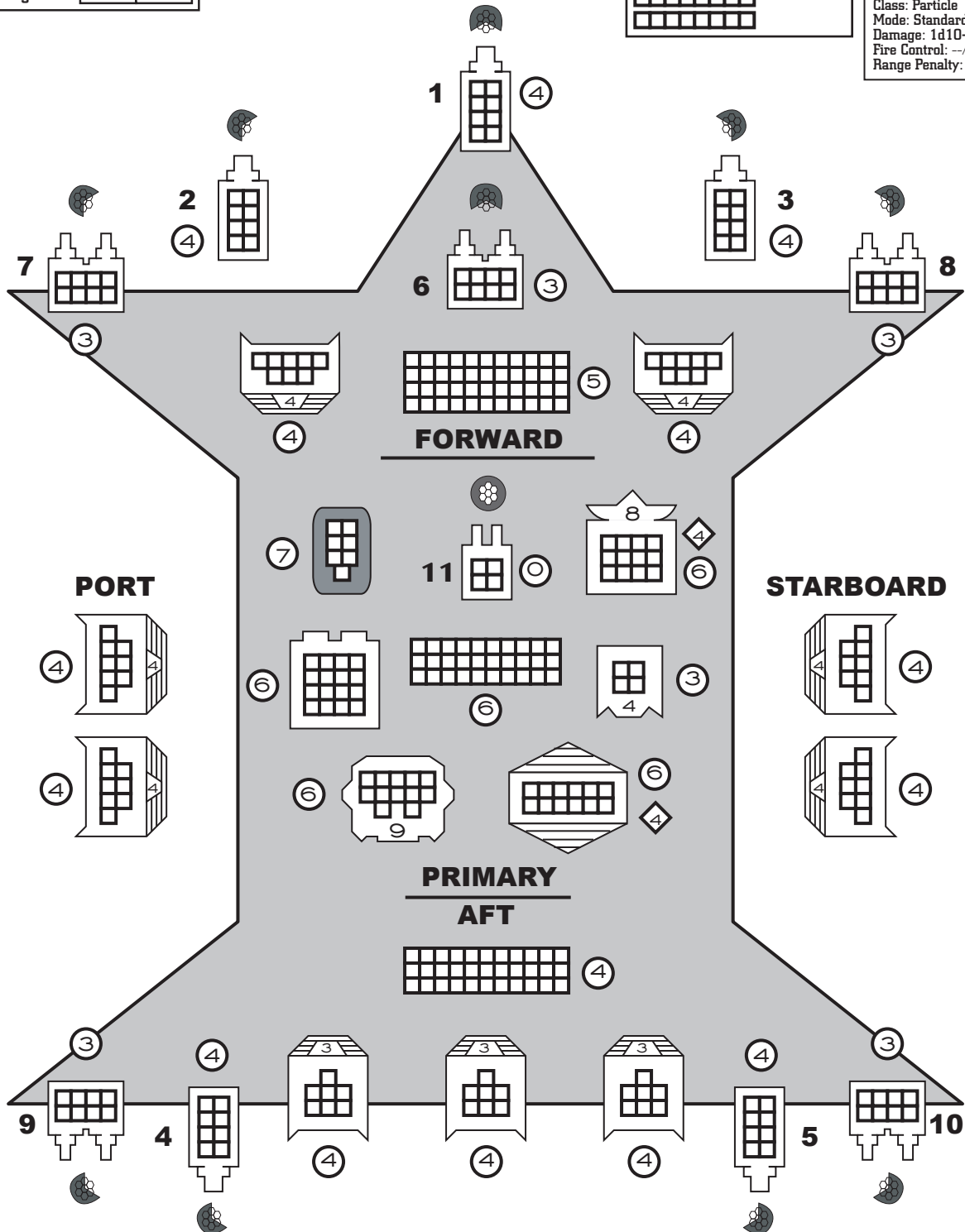
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Guardian Array
- Dual Particle Beam
- Improved Particle Beam