

# Antarean Nytrok System Monitor

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 15					
In Service: 2260		Turn Delay: 2/3 Speed						Stb/Port Defense: 17					
Point Value: 950		Accel/Decel Cost: 4 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 330		Pivot Cost: 2+2 Thrust						Extra Power: +0					
Jump Delay: 20 Turns		Roll Cost: 3+3 Thrust						Initiative Bonus: -1					
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 Del ay	1	2	2	3	4	4	5	6	6	7	8	8	

**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  
 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  
 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

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

**Tactical Lasers**  
All Tactical Lasers gain a further  
-2 when intercepting ballistics.

**Reactive Structure**  
Reactive Structure is small  
Structure blocks orbiting the  
ship wick can be moved to block  
Incomming shots.

**FORWARD HITS**  
1-4: Retro Thrust  
5-9: Hvy. Tactical Laser  
10-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Lt. Tactical Laser
- 8-9: Class T Missile Rack
- 10-11: Med. Tactical Laser
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

### AFT HITS

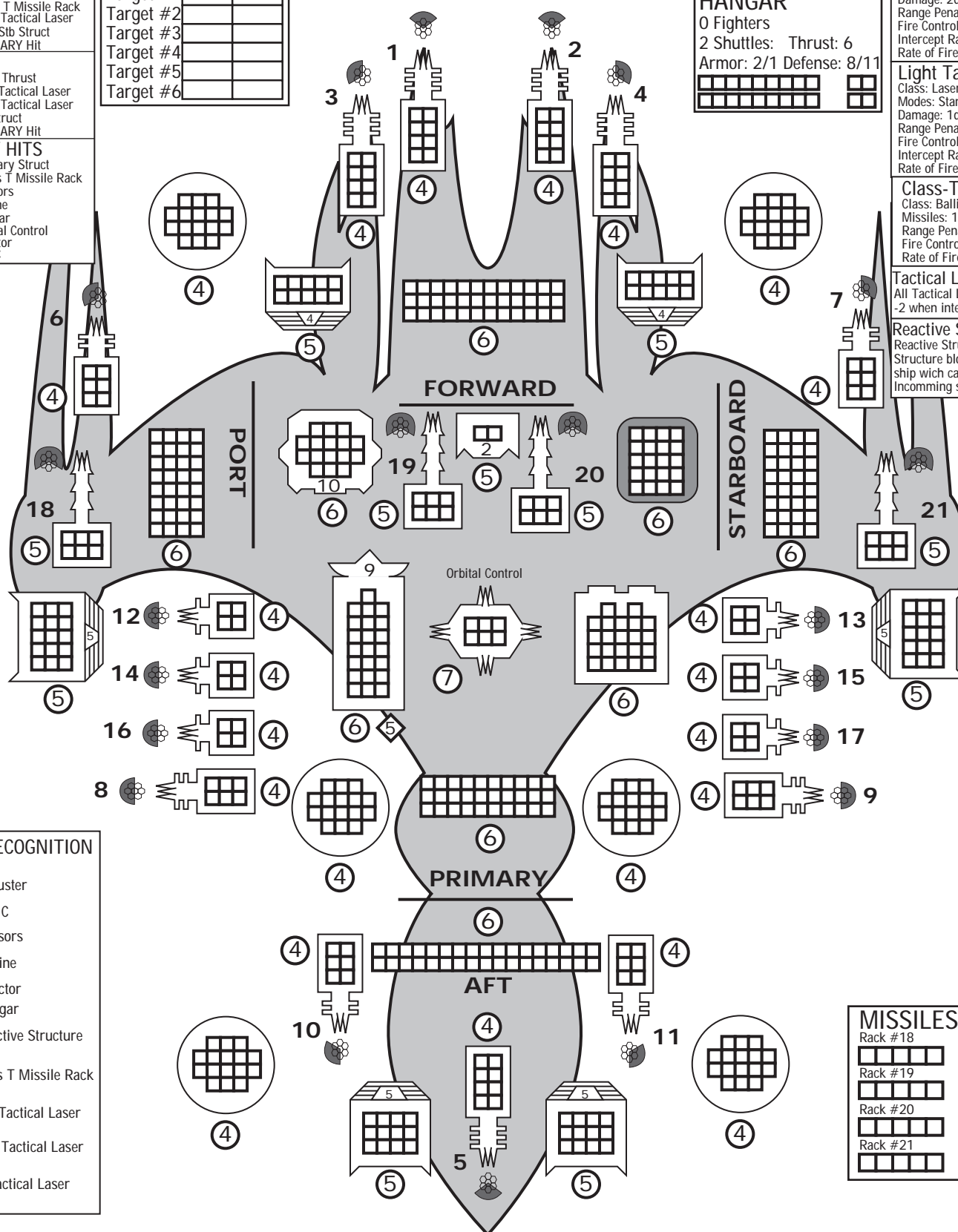
- 1-7: Main Thrust
- 8-9: Hvy. Tactical Laser
- 10-11: Med. Tactical Laser
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-8: Primary Struct  
 9-11: Class T Missile Rack  
 12-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18: Orbital Control  
 19: Reactor  
 20: C & C

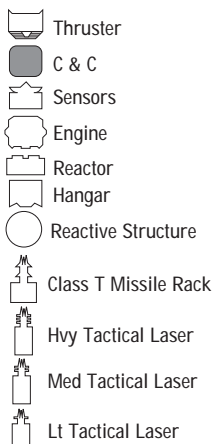
## SPECIAL NOTES


SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

**HANGAR**  
0 Fighters  
2 Shuttles: Thrust: 6  
Armor: 2/1 Defense: 8/11



## ICON RECOGNITION



MISSILES									
Rack #18									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rack #19									
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Rack #20									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rack #21									
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