

Antarean Rykon Supply Ship

SPECS

Class: Capital Ship
In Service: 2232
Point Value: 400
Ramming Factor: 180
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +0
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

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.

HANGAR

0 Fighters
4 Cargo Shuttles:
No Weapons Thrust: 6
Armor: 2/1 Def: 8/11

FORWARD HITS

1-8: Retro Thrust
9-11: Medium Tactical Laser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Lt. Tactical Laser
9-12: Cargo
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt. Tactical Laser
10-11: Class T Missile Rack
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-9: Cargo
10-11: Reload Rack
12: Orbital Control
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Reactive Structure (3/9)

SENSOR DATA

Defensive EW

Target #1

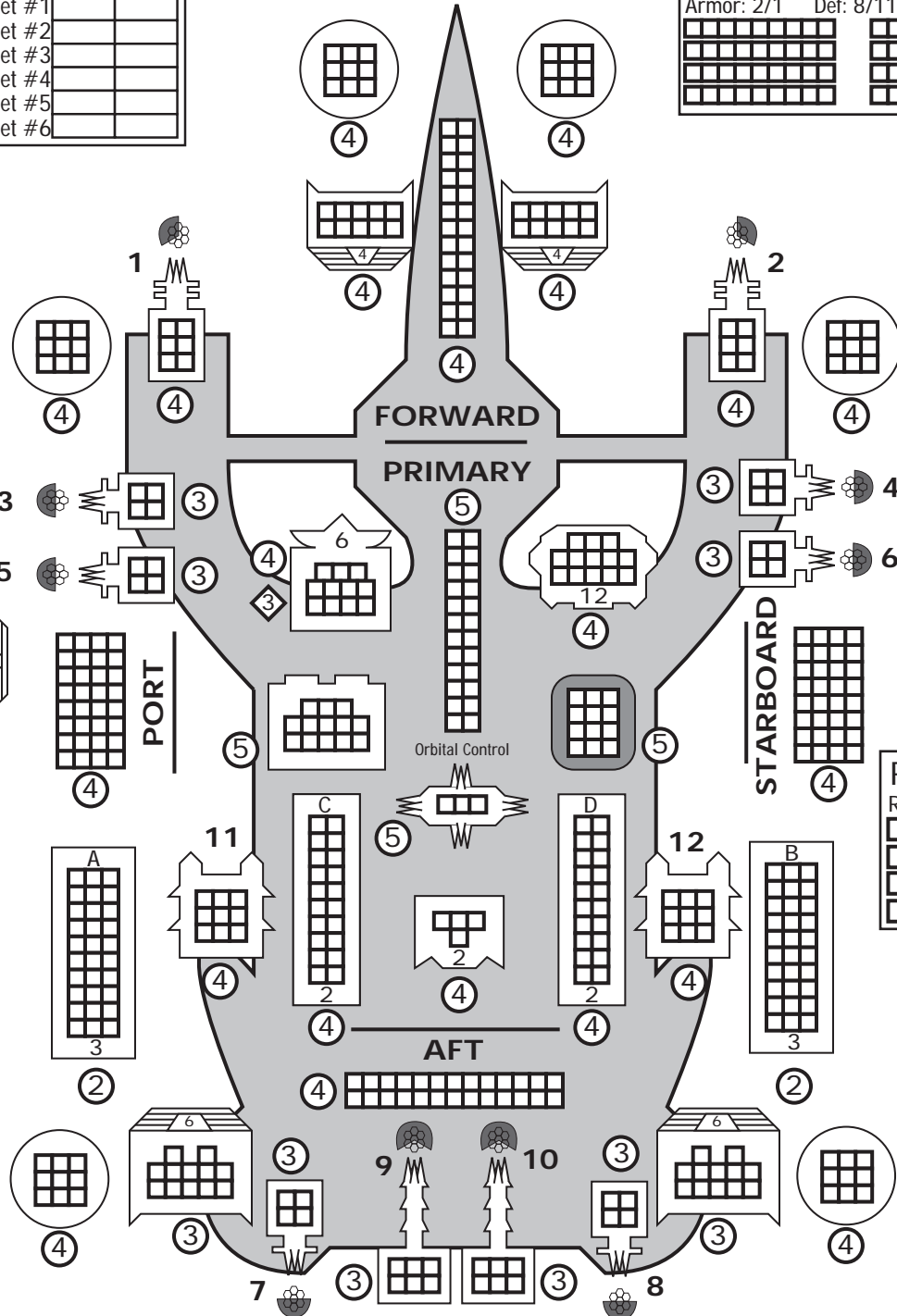
Target #2

Target #3

Target #4

Target #5

Target #6



MISSILES

Rack #9

Rack #10

Any Special Missile takes 2 slots

All Special Missiles are 1/2 cost.

RELOADS

Reload Rack #11

ICON RECOGNITION

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