

Antarean Sylik Scout Cruiser

SPECS

Class: Capital Ship
In Service: 2240
Point Value: 750
Ramming Factor: 200
Jump Delay: 20 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: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +4
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

12 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

1-6: Retro Thrust
7-8: Class T Missile Rack
9-11: Med. Tactical Laser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-9: Lt. Tactical Laser
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med. Tactical Laser
9-11: Lt. Tactical Laser
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Lt. Tactical Laser
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Orbital Control
19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment 33%
Reactive Structure (4/20)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

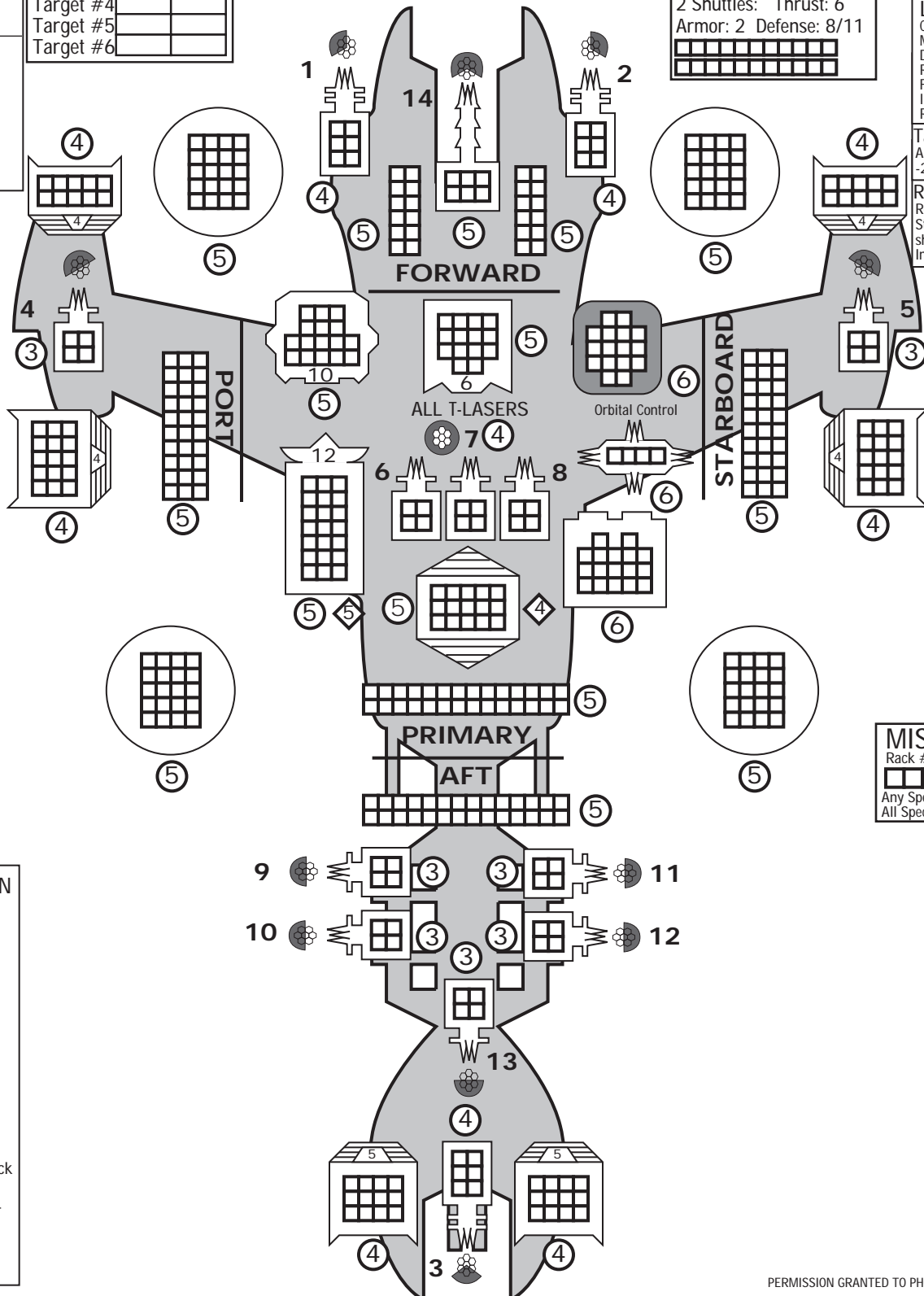
Target #2

Target #3

Target #4

Target #5

Target #6



MISSILES

Rack #14

Any Special Missile takes 2 slots

All Special Missiles are 1/2 cost.

ICON RECOGNITION

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