

Sylik Variant (Common)

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Antarean Tylok Light Cruiser

## SPECS

Class: Capital Ship  
In Service: 2240  
Point Value: 625  
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: +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

## HANGAR

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

## 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: +4/+3/+2  
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: +2/+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 which can be moved to block incoming shots.

- FORWARD HITS**  
1-6: Retro Thrust  
7-8: Hvy. Tactical Laser  
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**  
1-5: Main Thrust  
6-8: Med. Tactical Laser  
9-11: Lt. Tactical Laser  
12-18: Aft Struct  
19-20: PRIMARY Hit
- PRIMARY HITS**  
1-7: Primary Struct  
8-9: Class T Missile Rack  
10-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18: Orbital Control  
19: Reactor  
20: C & C

## SPECIAL NOTES

Reactive Structure (6/12)

## SENSOR DATA

Defensive EW

Target #1

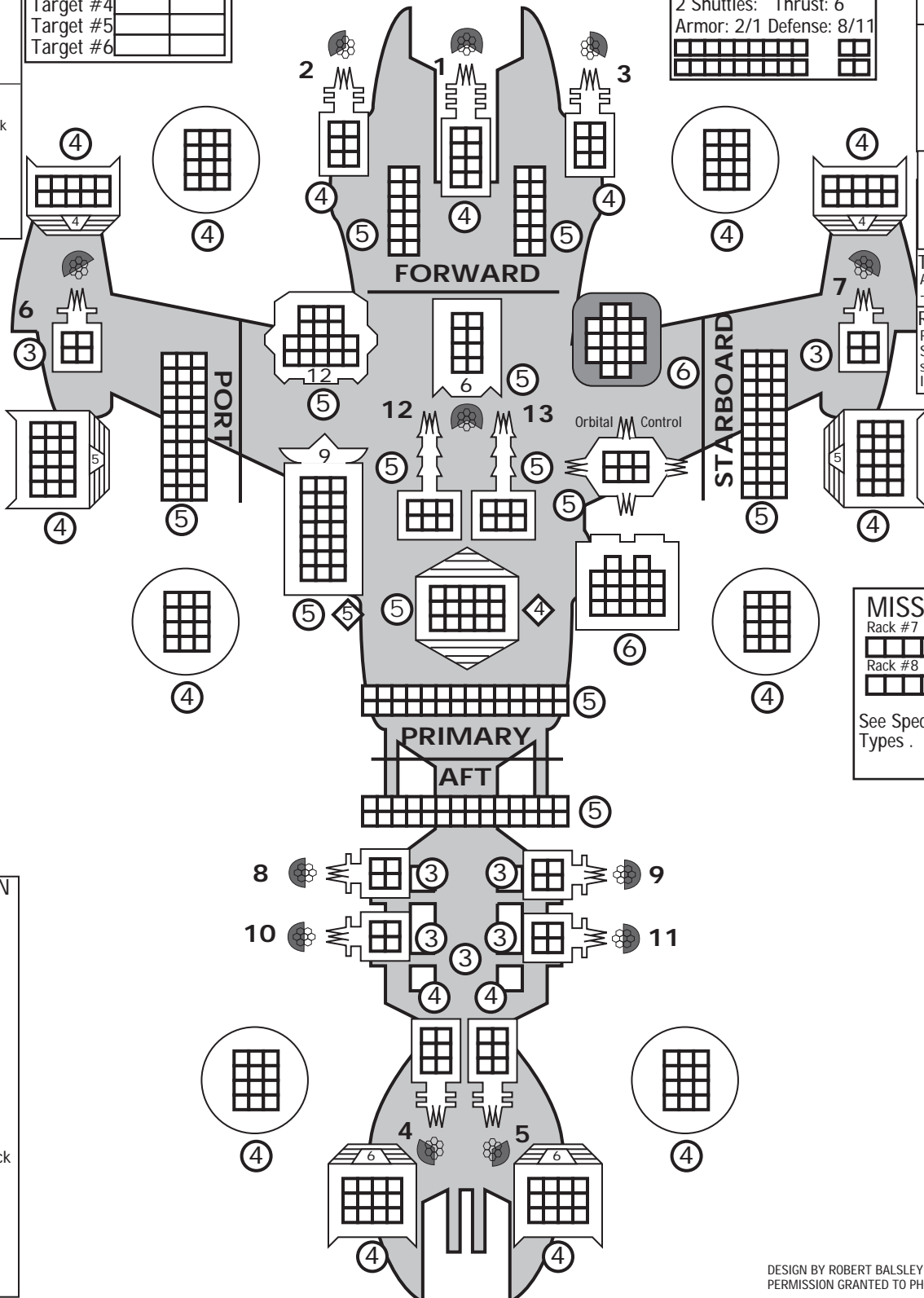
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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

## MISSILES

Rack #7  
Rack #8

See Special Rules for Missile Types.