

Antarean Orbital Constructor

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 600
Ramming Factor: 180
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 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: +2
Initiative Bonus: -2

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Orbital Constructor
The orbital constructors create the Antarean's main defensive Weapon Reactive Structure. The rate at which they create them are.

R. S. 4 blocks = 2/turn
R. S. 9 blocks = 1/turn
R. S. 12 blocks = 1/2
R. S. 16 blocks = 1/3
R. S. 20 blocks = 1/4

Antarean ships may not have more than their starting # of orbitals. all ships must pass within 1 of the constructor to receive an orbital.

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

1-8: Retro Thrust
9-11: Orbital Constructor
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

1-4: Primary Struct
5-8: Cargo
9-10: Constructor Reactor
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

The Constructor Reactor also acts as Orbital Cont.

SPECIAL NOTES

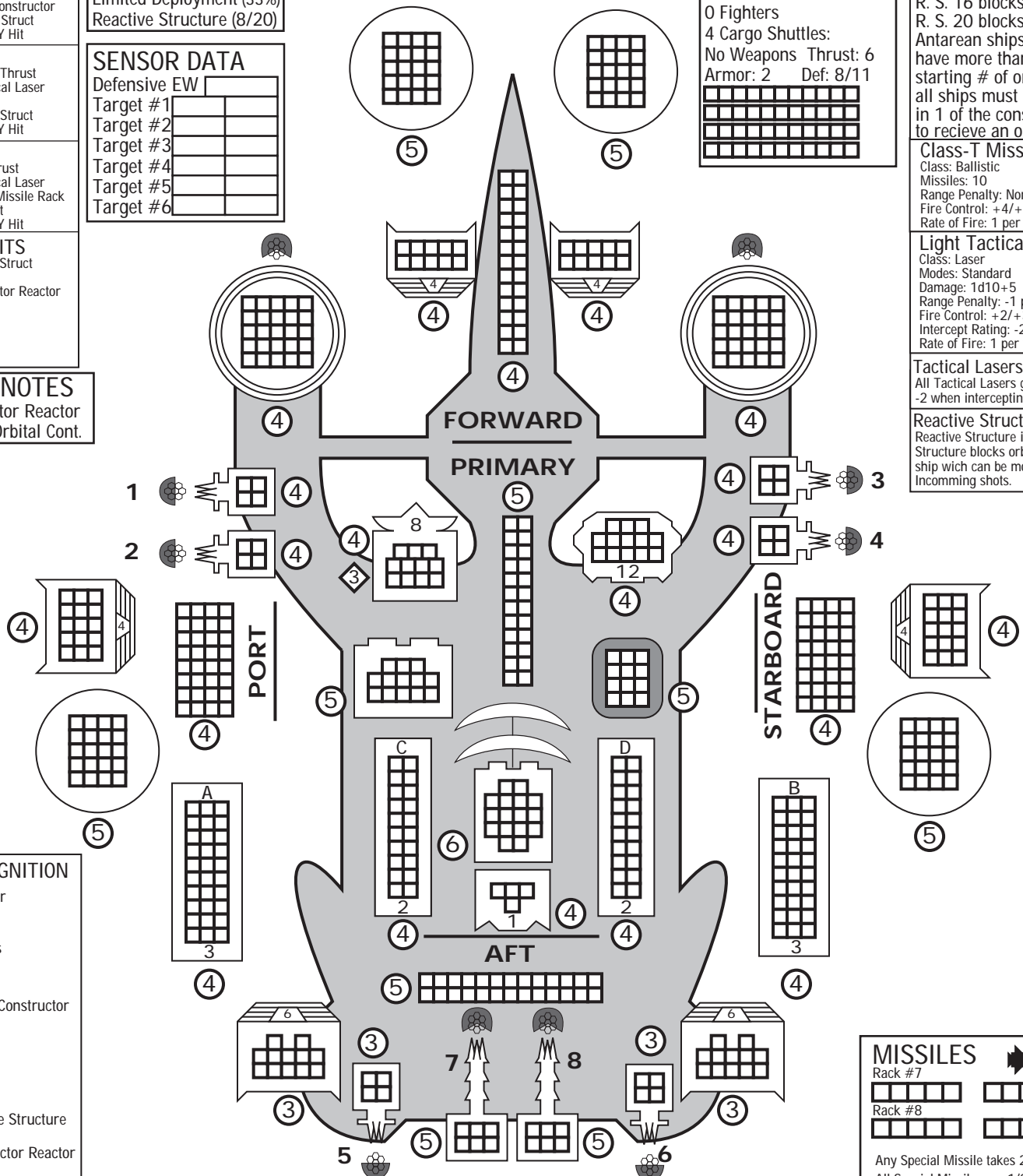
Limited Deployment (33%)
Reactive Structure (8/20)

SENSOR DATA













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

HANGAR

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



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Orbital Constructor
-  Reactor
-  Hangar
-  Cargo
-  Reactive Structure
-  Constructor Reactor
-  Class T Missile Rack
-  Lt Tactical Laser

MISSILES

Rack #7		
Rack #8		
		

Any Special Missile takes 2 slots
All Special Missiles are 1/2 cost.