

Antarean Mytonic Missile Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2240
Point Value: 750
Ramming Factor: 120
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
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.

FORWARD HITS

1-4: Retro Thrust
5-8: Med. Tactical Laser
9-10: Lt. Tactical Laser
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt. Tactical Laser
9-13: Class T Missile Rack
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Port/Sbd Thrust
11-12: Jump Engine
13-14: Sensors
15-16: Engine
17: Hangar
18: Orbital Control
19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Reactive Structure (3/9)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

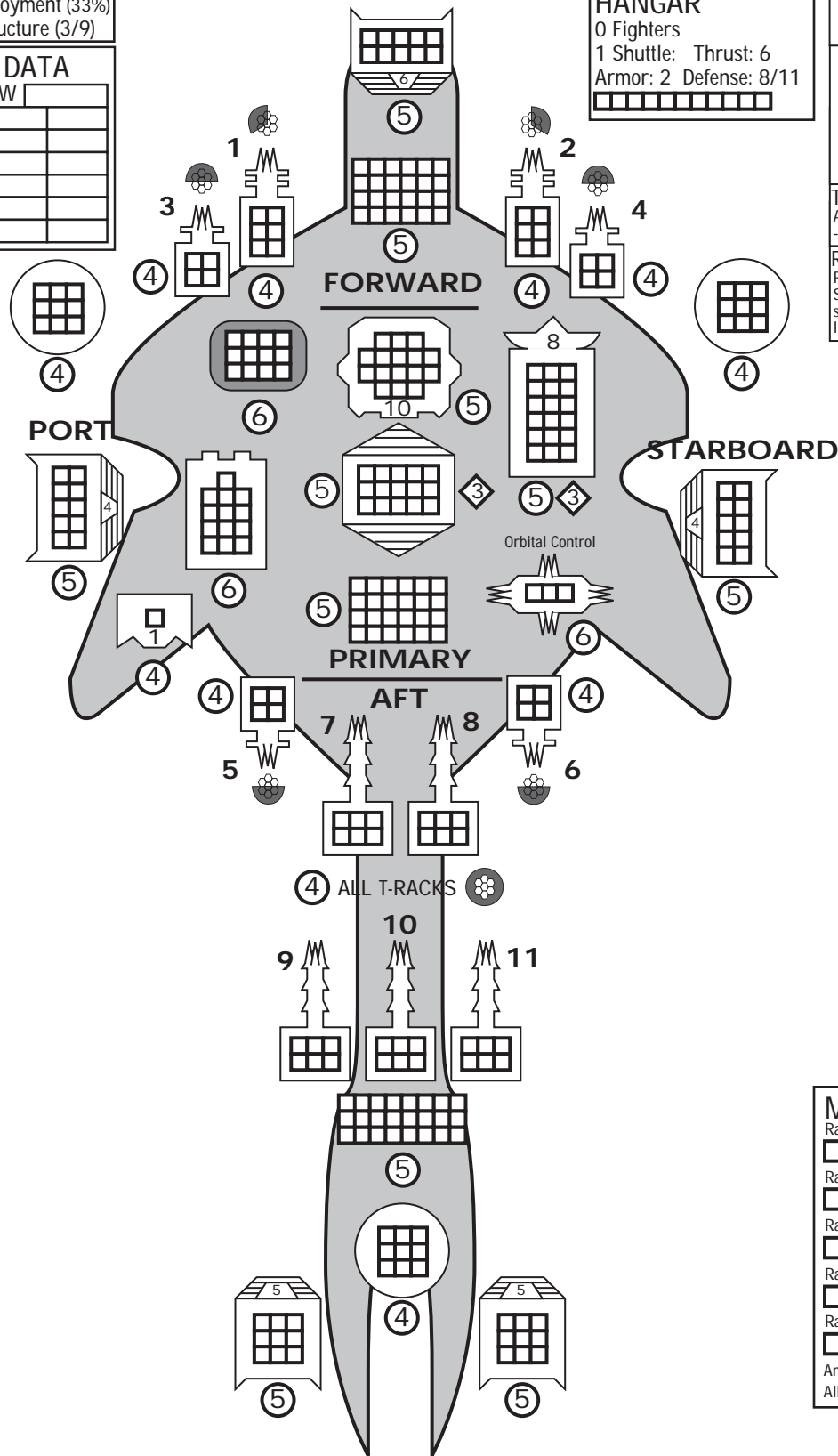
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 6

Armor: 2 Defense: 8/11



ICON RECOGNITION

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

MISSILES

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

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