

RH Antum-Class Carrier

SPECS

Class: Capital Ship
 In Service: 1753
 Point Value: 100 each
 Ramming Factor: 165
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2x Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 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	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

Version 2.0: 2E/Fate's Turning

HANGAR

30 Jakleth Class Fighters
 4 Shuttles:
 Thrust: 2 Armor: 0
 Defense: 11/10

██████	██████
██████	██████

WEAPON DATA

Light Bolt Cannon

Class: Projectile
 Modes: Standard
 Damage: 8
 Range Penalty: -2 per hex
 Fire Control: +1/+0/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Gatling Cannon

Class: Projectile
 Modes: Raking (2)
 Damage: 2d3+2
 Range Penalty: -3 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 (vs Ballistic only)
 Rate of Fire: 1 per turn

Swarm Launcher

Class: Ballistic (Missile)
 Missiles: 25
 Range Penalty: None
 Fire Control: +0/+0/+0
 Rate of Fire: 5 per turn

Swarm Missile

Mode: Standard
 Damage: 3
 Launch Range: 8 hexes
 Maximum Range: 24 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: -1
Note: No inherent DEW

CCEW Pod

Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

MISSILES

Rack #1

██████	██████
██████	██████
██████	██████

Gravity Deck

Begins scenario spinning, may lock or start spinning in post-turn actions step.
 -2 Initiative while locked or destroyed.
 If damaged while spinning, roll for critical as normal.
 On a result of 24+, ship suffers additional 1d6 damage to section (ignoring armour). Damage may force additional critical if it strikes a system.

YYYY Refit

Type II Antum Class Carrier

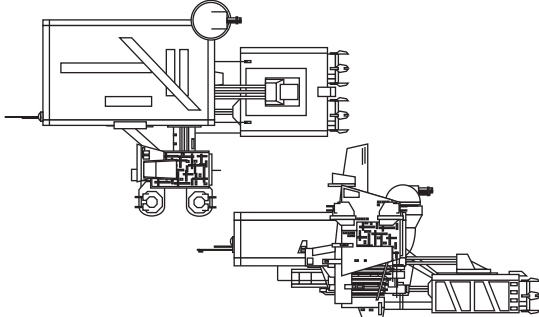
Point Value: 100 each
 Faction: Savaste Empire
 Number in Class: 4
 1. Replace Light Bolt Cannon 1 with Swarm Launcher 1.



CLASS SPECS

Number in Class: 14
 Manufacturer: *BellaCon, Independent Conglomerate Yard, Subee*
 Out of Service: 1780

Designed by Paul Brown
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FORWARD HITS

1-5: Retro Thrust
 6-7: Sensors
 8-18: Forward Structure
 19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
 5-7: Gatling Cannon
 8-18: Port Structure
 19-20: PRIMARY Hit

STARBOARD HITS

1-4: Starboard Thrust
 5-6: Light Bolt Cannon
 7-18: Starboard Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Aft Engine
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
 10-12: Gravity Deck
 13-14: CCEW Pod
 15: Engine
 16-18: Hangar
 19: Reactor
 20: C&C

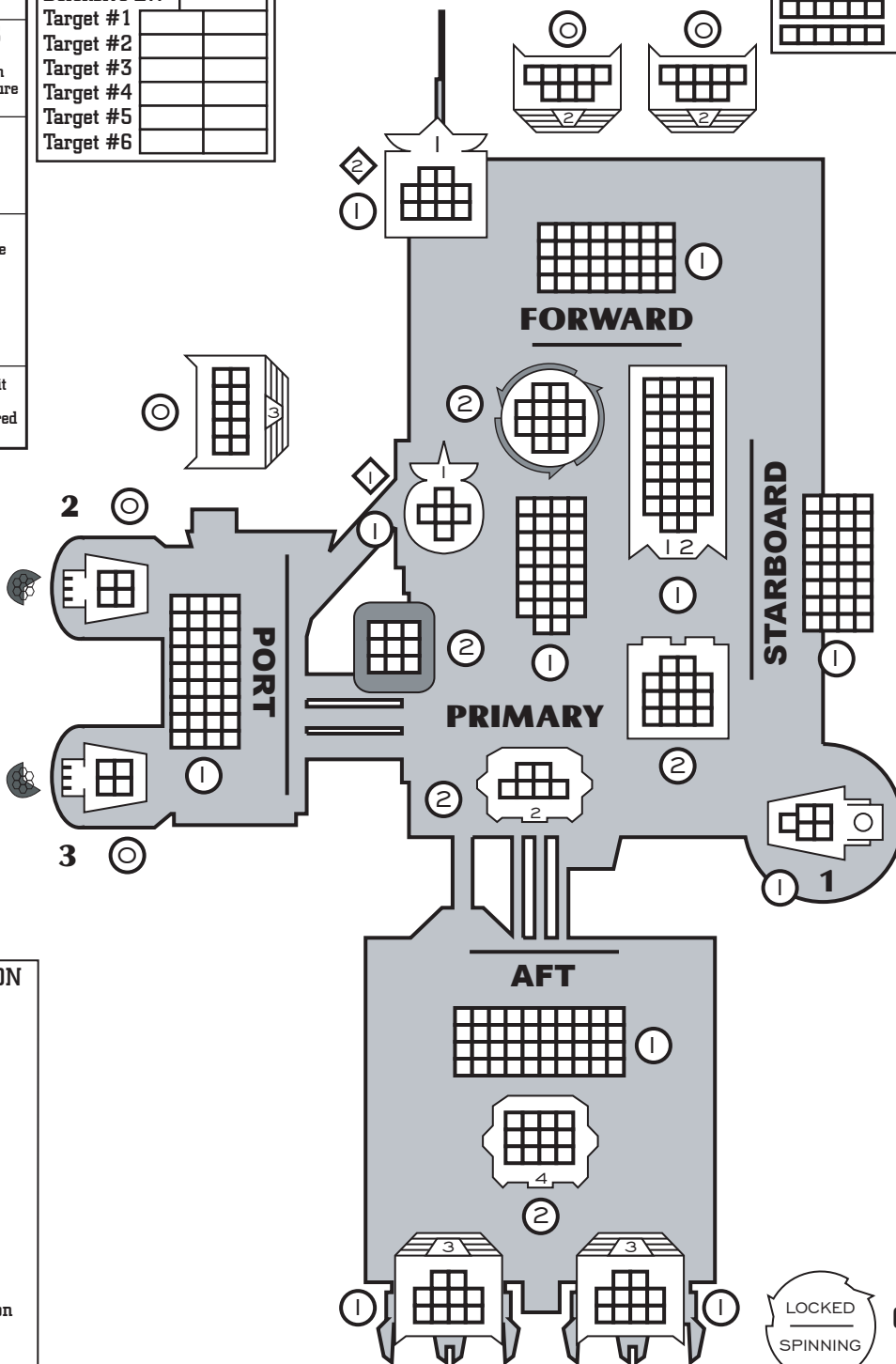
SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

SPECIAL NOTES

Antiquated Sensors
 Ammo Storage Level 1
 Fission Reactor

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
- CCEW Pod
- Gravity Deck
- Light Bolt Cannon
- Gatling Cannon
- Swarm Launcher



GRAV DECK STATUS