Version 3: 2E/L2 Name: _____ Counter: _____

Ixian Shielded Monitor

Forward Hits	
1-5	Forward Thruster
6-10	Class L Missile
11-12	Medium Railgun
13-18	Forward Hull
19-20	Primary

Port/Stbd Hits	
1-5	Side Thruster
6-9	Gauss Cannon
10	Holtzman Shield
11-18	Side Structure
19-20	Primary

Aft Hits	
1-5	Aft Thruster
6-7	Medium Railgun
8-10	Gauss Cannon
11-18	Aft Structure
19-20	Primary

Primary Hits	
1-10	Primary Structure
11-12	Hanger
13-15	Sensors
16-17	Engines
18-19	Reactor
20	C&C

SENSOR DATA

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

SPECS
Class: Capital Ship
In Service: 2242
Point Value: 875
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING
Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS
Fwd/Aft Defense: 18/14
Stb/Port Defense: 17/13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

MISSILES
Rack # 1
Rack # 2

SPECIAL NOTES
Antiquated Sensors

HANGAR
12 Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

WEAPON DATA

Medium Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hex
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Railgun
- Class-S Missile Rack
- Gauss Cannon
- Holtzman Shield

Holtzman Shield
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzmann Effect

Created by Demiurge