



Ixian Assault Cruiser

SPECIAL NOTES

Antiquated Sensors

Troop Carrier
Pod A and B
detachable,
atmosphericAccel/Decel cost
3 without pods

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECS

Class: Capital Ship

In Service: 2256

Point Value: 600

Ram Factor: 240

Jump Delay: n/a

MANEUVERING

Turn Cost: 4/3 Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16

Stb/Port Defense: 17

Engine Efficiency: 3/1

Extra Power: +0

Initiative Bonus: +0

Heavy Lasgun

Class: Laser

Modes: R, P

Damage: 4d10+15

Range Penalty: -1 per 4 hexes

Fire Control: +4/+3/-4

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Vulcan Railgun

Class: Matter

Modes: Standard

Damage: 1d6+5

Range Penalty: -2 per 3 hexes

Fire Control: +2/+2/-2

Intercept Rating: -2 (Ballistic Only)

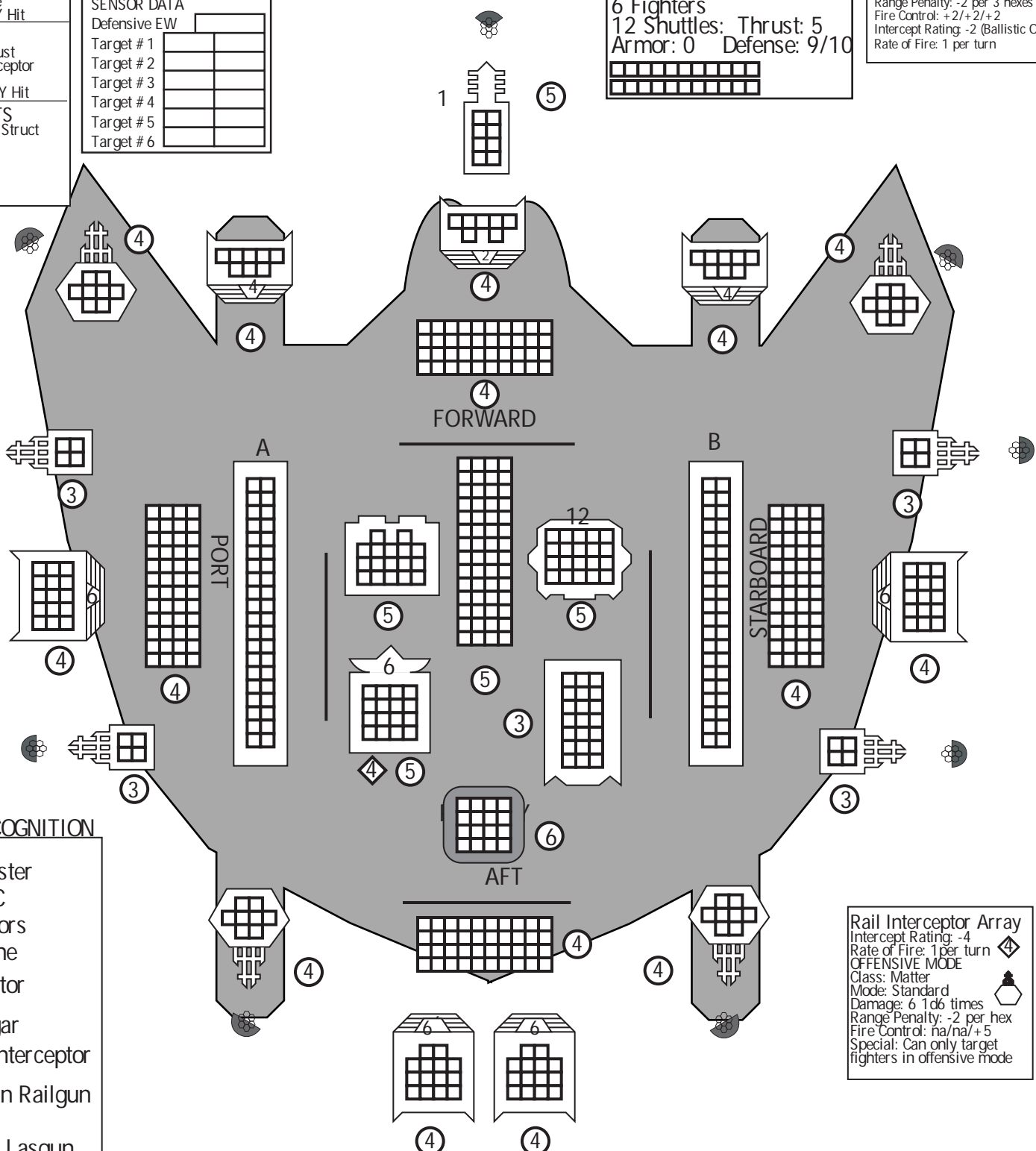
Rate of Fire: 1 per turn

HANGAR

6 Fighters

12 Shuttles: Thrust: 5

Armor: 0 Defense: 9/10



FORWARD HITS

1-6: Retro Thrust
7-8: Hvy Lasgun
9-11: Rail Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Vulcan Railgun
8-12: Cargo
13-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Rail Interceptor
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-15: Hangar
16-17: Engine
18-19: Reactor
20: C & C

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Rail Interceptor
- Vulcan Railgun
- Hvy Lasgun

Rail Interceptor Array

Intercept Rating: -4

Rate of Fire: 1 per turn

OFFENSIVE MODE

Class: Matter

Mode: Standard

Damage: 6 1d6 times

Range Penalty: -2 per hex

Fire Control: na/na/+5

Special: Can only target fighters in offensive mode