



Ixian Armored Monitor

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

MISSILES

Rack # 1



Rack # 2



SPECS

Class: Capital Ship

In Service: 2242

Point Value: 880

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

Stb/Port Defense: 17

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 |

SPECIAL NOTES

Antiquated Sensors

HANGAR

12 Fighters

2 Shuttles: Thrust: 5

Armor: 0 Defense: 9/10

WEAPON DATA

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

Class-L Missile Rack

Class: Ballistic

Missiles: 20

Range Penalty: None

Fire Control: +3/+3/+3

Intercept Rating: n/a

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

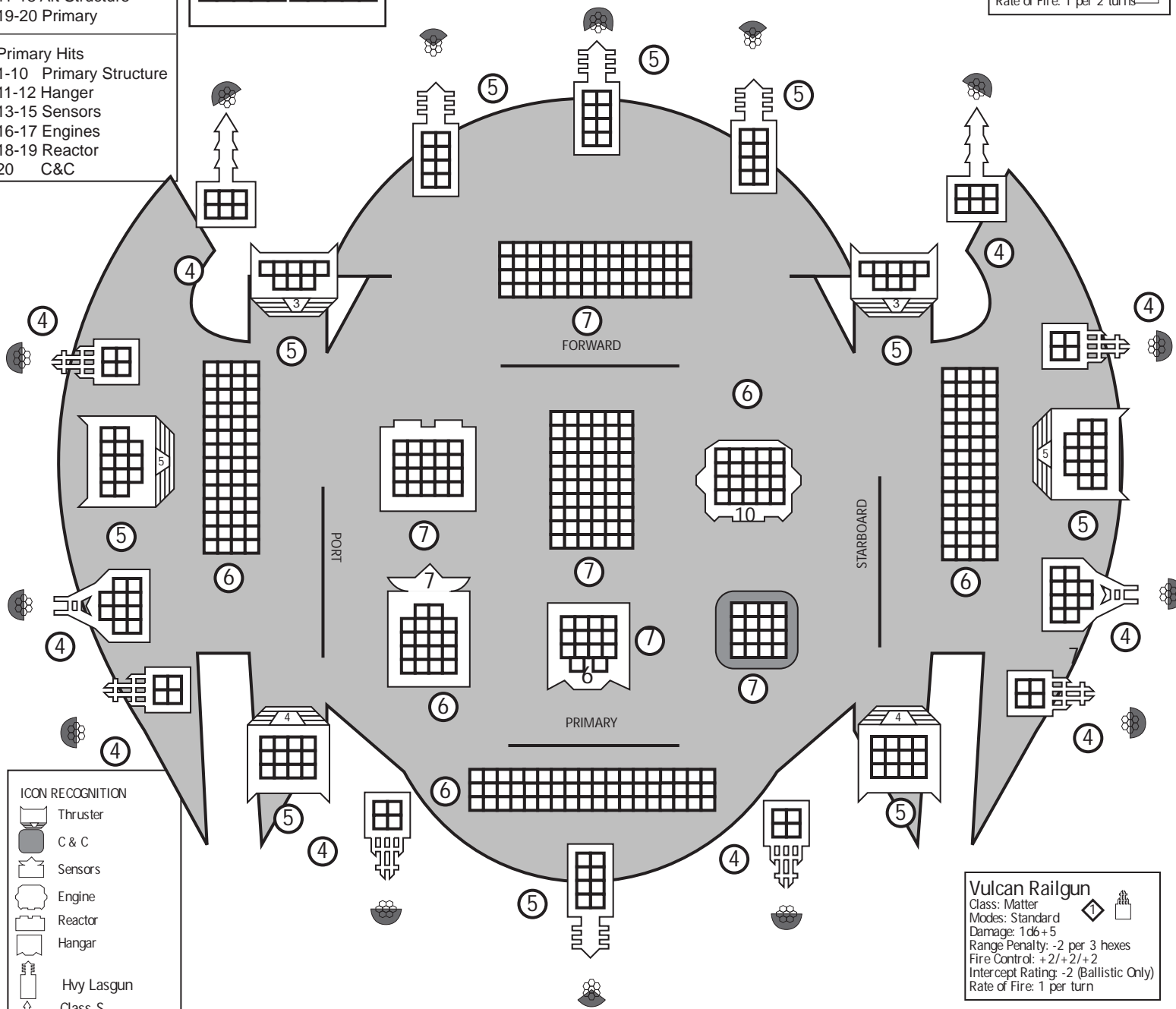
Rate of Fire: 1 per 2 turns

Forward Hits
 1-4 Forward Thruster
 5-7 Class L Missile
 8-12 Heavy Lasgun
 13-18 Forward Hull
 19-20 Primary

Port/Stbd Hits
 1-5 Side Thruster
 6-8 Gauss Cannon
 9-10 Vulcan Railgun
 11-18 Side Structure
 19-20 Primary

Aft Hits
 1-5 Aft Thruster
 6-7 Hvy Lasgun
 8-10 Vulcan Railgun
 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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Lasgun
- Class-S Missile Rack
- Gauss Cannon
- Gatling Railgun

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