

Peacekeeper Aggressor Class Missile Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: c. 1500
Point Value: 1100
Ramming Factor: 150
Hatch Delay: 21 Turns

MANEUVERING

Turn Cost: 2/3 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: 13(18)
Treb/Ham Defense: 14(18)
Engine Efficiency: 2/1
Power Shortage: -4
Initiative Bonus: +6

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

WEAPON DATA

Medium Chakan Cannon
Class: Plasma
Modes: Pulse
Damage: 12 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Dual Chakan Array

Class: Plasma
Modes: Pulse
Damage: 8 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 2 per turn

Class-R Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Defence Shield Generator

Absorbs up to 100 points of damage while active. Must be de-activated for 1 turn to re-charge. See rules.

SIDE HITS

1-3: Ham/Treb Thrust
4-6: Missile Rack
7-8: Med. Chakan Cannon
9-11: Dual. Chakan Struct
12-18: Ham/Treb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Fwd/Aft Thrust
10: Defence Shield
11: Docking Web
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

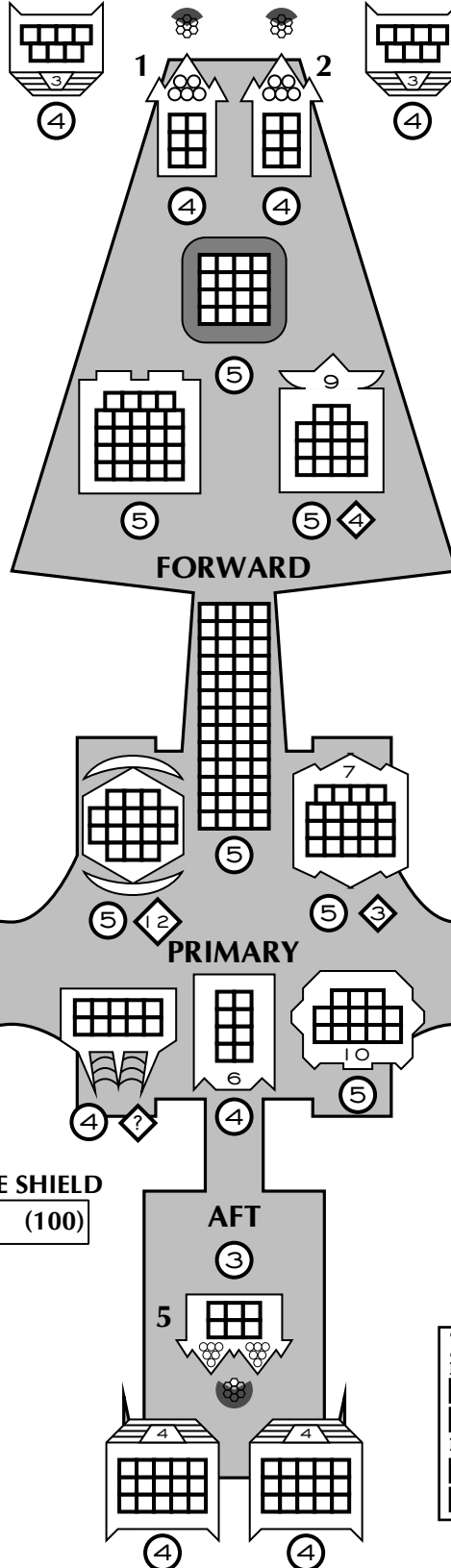
Target #2

Target #3

Target #4

Target #5

Target #6



HANGER

6 Fighters (*Prowlers*)
2 Marauders

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Hatch Drive
- Reactor
- Hangar
- Bulkhead
- Defence Shield Generator
- Docking Web
- Class-R Missile Rack
- Medium Chakan Cannon
- Dual Chakan Array

MARAUDER

Cost: 50 Defence: 12/14
Thrust: 8 Offense: +3
Armour: 3 Initiative: +9
Two Chakan Guns:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d3+4-1/2 hexes

Firing Arcs: #1 #2

Special: Capable of Hetch-7.
Has rating 8 sensors for the purposes of ID-ing and locating ships only. Can carry 1 Type-FXH missile.

MISSILES

Rack #1

Rack #2
