

### Peacekeeper Battle Carrier

#### SPECS

Class: Capital Ship  
In Service: c.1500  
Point Value: 1700  
Ramming Factor: 340  
Hatch Delay: 16 Turns

#### MANEUVERING

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

#### COMBAT STATS

Fwd/Aft Defense: 15(19)  
Treb/Ham Defense: 17(21)  
Engine Efficiency: 4/1  
Power Shortage: -16  
Initiative Bonus: +0

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

#### WEAPON DATA

##### Double Frag Cannon

Turret  
Class: Matter  
Modes: Flash  
Damage: 2d10+1  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+0/-10  
Intercept Rating: n/a  
Rate of Fire: 2 per 3 turns

##### Medium Chakan Cannon

Class: Plasma  
Modes: Pulse  
Damage: 10 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 Cannon

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

#### FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Torpedo Launcher
- 7-8: Medium Chakan Cannon
- 9-10: Dual Chakan Array
- 11-18: Forward Struct
- 19-20: PRIMARY Hit

#### SIDE HITS

- 1-3: Ham/Treb Thrust
- 4-6: Frag Cannon Turret
- 7-9: Medium Chakan Cannon
- 10-11: Dual Chakan Array
- 12-13: Marine Barracks
- 14-18: Ham/Treb Struct
- 19-20: PRIMARY Hit

#### AFT HITS

- 1-7: Main Thrust
- 8-9: Torpedo Launcher
- 10-11: Dual Chakan Array
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

#### PRIMARY HITS

- 1-6: Primary Struct
- 7: Defence Shield
- 8-9: Hatch Drive
- 10: Docking Web
- 11-12: Sensors
- 13-14: Engine
- 15-17: Hanger
- 18-19: Reactor
- 20: C & C

#### SPECIAL NOTES

Limited Deployment (33%)  
unless at least 1 Command  
Carrier in fleet

#### SENSOR DATA

##### Defensive EW

Target #1

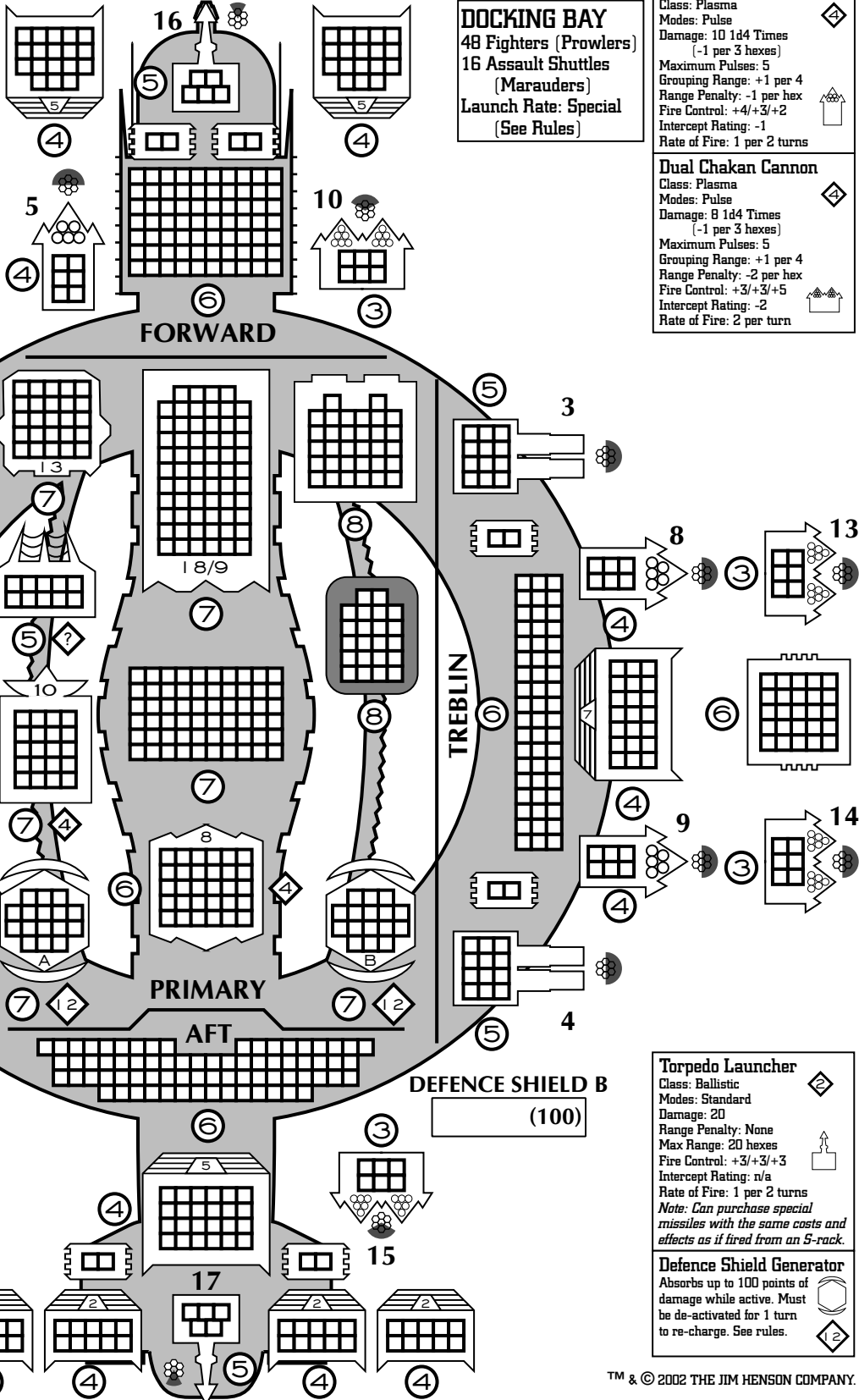
Target #2

Target #3

Target #4

Target #5

Target #6



#### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hatch Drive
- Reactor
- Docking Bay
- Defence Shield Generator
- Docking Web
- Marine Barracks
- Bulkhead
- Double Frag Cannon Turret
- Medium Chakan Cannon
- Dual Chakan Cannon
- Torpedo Launcher

#### Torpedo Launcher

Class: Ballistic  
Modes: Standard  
Damage: 20  
Range Penalty: None  
Max Range: 20 hexes  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Note: Can purchase special missiles with the same costs and effects as if fired from an S-rack.

#### Defence Shield Generator

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