

Peacekeeper Command Carrier

SPECS

Class: Capital Ship
In Service: c.1500
Point Value: 2000
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: -24
Initiative Bonus: +1

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

Triple 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: 1 per turn

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

1-5: Primary Struct
6-7: Science Bay
8: Defence Shield
9-10: Hatch Drive
11: Docking Web
12-13: Sensors
14-15: Engine
16-17: Hanger
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

Adds +1 Initiative Bonus
to all Peacekeeper ships
in the scenario
(including itself)

SENSOR DATA

Defensive EW

Target #1

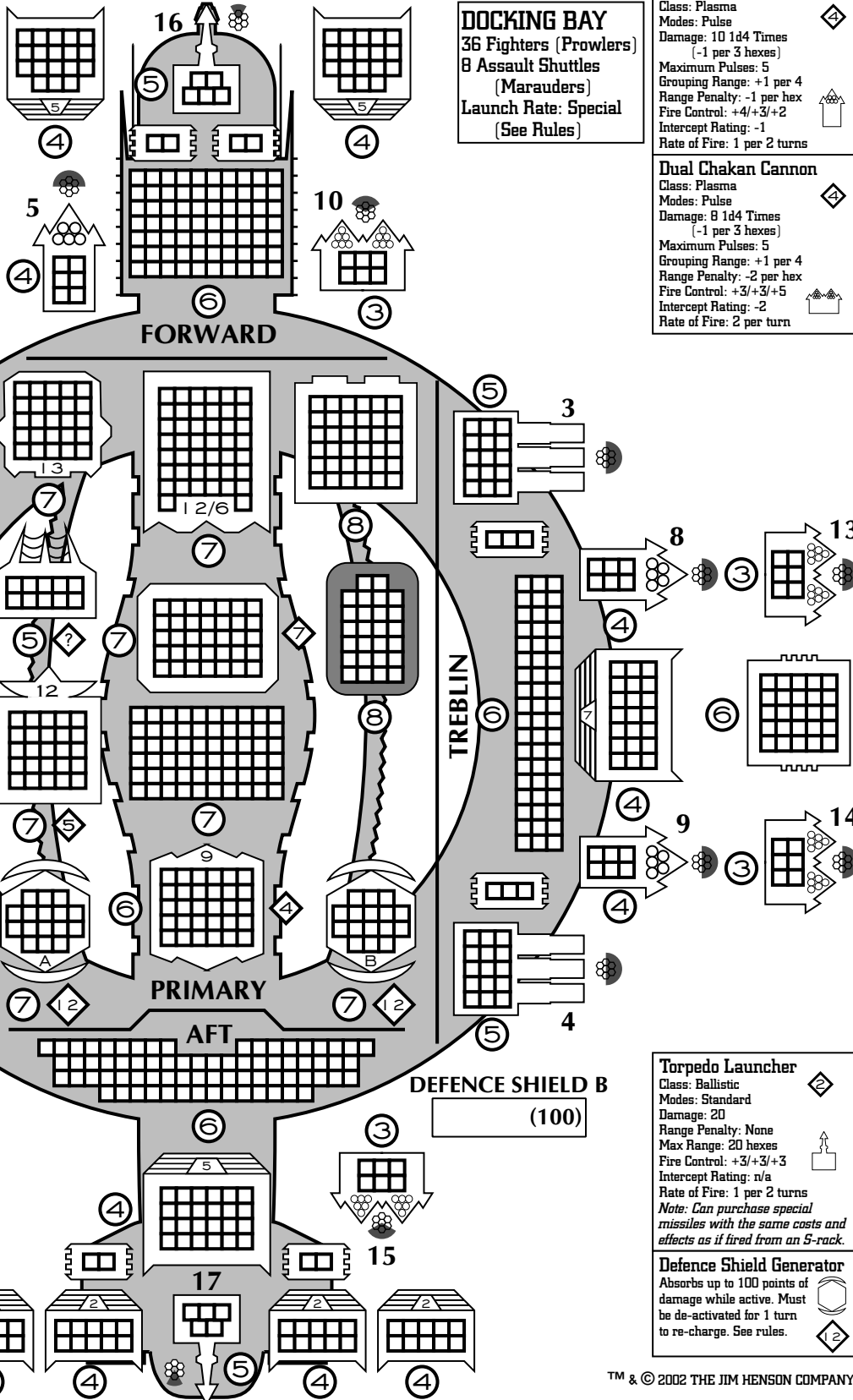
Target #2

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
- Science Labs
- Marine Barracks
- Bulkhead
- Triple 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.