

Lansraad Ixian Assault Cruise

- FORWARD HITS**
 1-6: Retro Thrust
 7-9: Hvy Lasgun
 10-11: Rail Interceptor
 12-18 Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-5: Port/Stb Thrust
 6-7: Vulcan Railgun
 8-10 Cargo
 11-12: Barracks
 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

SPECIAL NOTES
 Antiquated Sensors
 Troop Carrier: Pod A and B are detachable and Atmospheric
 Acc/Dec cost without pods is 3

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 15								
In Service: 9610		Turn Delay: 1 x Speed		Stb/Port Defense: 16								
Point Value: 635		Acc/Dec Cost: 4 Thrust		Engine Efficiency: 3/1								
Ram Factor: 240		Pivot Cost: 4+4 Thrust		Extra Power: +0								
Jump Delay: n/a		Roll Cost: 4+4 Thrust		Initiative Bonus: +0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

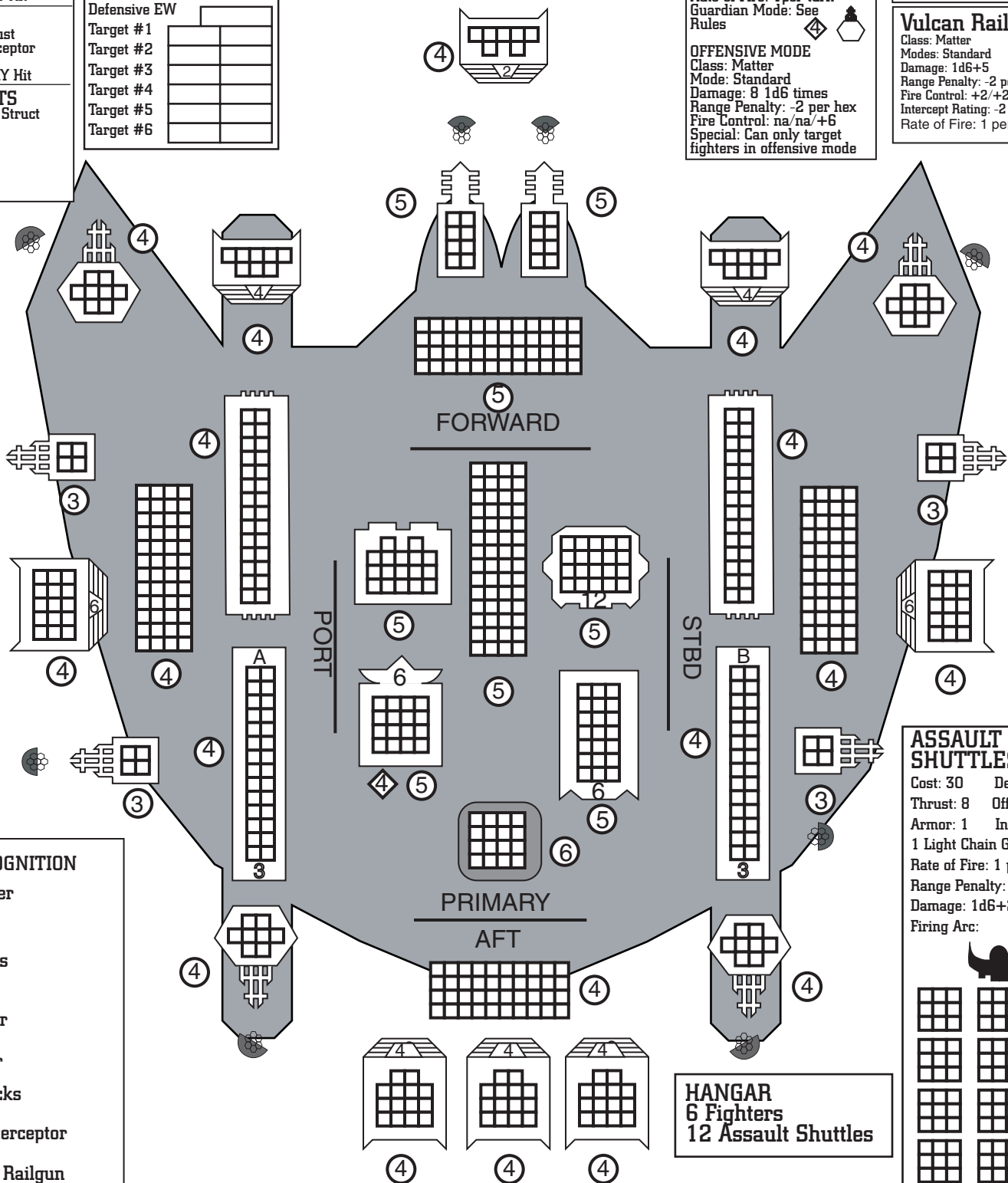
WEAPON DATA

Heavy Lasgun
 Class: Laser
 Modes: R, P, S
 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)
 Rate of Fire: 1 per turn

Rail Interceptor Array
 Intercept Rating: -4
 Rate of Fire: 1 per turn
 Guardian Mode: See Rules

OFFENSIVE MODE
 Class: Matter
 Mode: Standard
 Damage: 8 1d6 times
 Range Penalty: -2 per hex
 Fire Control: na/na/+6
 Special: Can only target fighters in offensive mode



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Barracks
 - Rail Interceptor
 - Vulcan Railgun
 - Hvy Lasgun

ASSAULT SHUTTLES
 Cost: 30 Defense: 8/8
 Thrust: 8 Offense: +3
 Armor: 1 Initiative: +9
 1 Light Chain Gun
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+2
 Firing Arc:

HANGAR
 6 Fighters
 12 Assault Shuttles