



Landsraad Ixian Frigate

SPECS Class: Capital Ship In Service: 9990 Point Value: 500 Ramming Factor: 210 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 14 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +0
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
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

Class-S Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 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

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

FORWARD HITS 1-5: Retro Thrust 6-7: Heavy Laser 8-9: Gauss Cannon 10-18: Forward Struct 19-20: PRIMARY Hit
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SIDE HITS 1-5: Port/Stb Thrust 6-8: Class-S Missile Rack 9-10: Vulcan Railgun 11-18: Port/Stb Struct 19-20: PRIMARY Hit

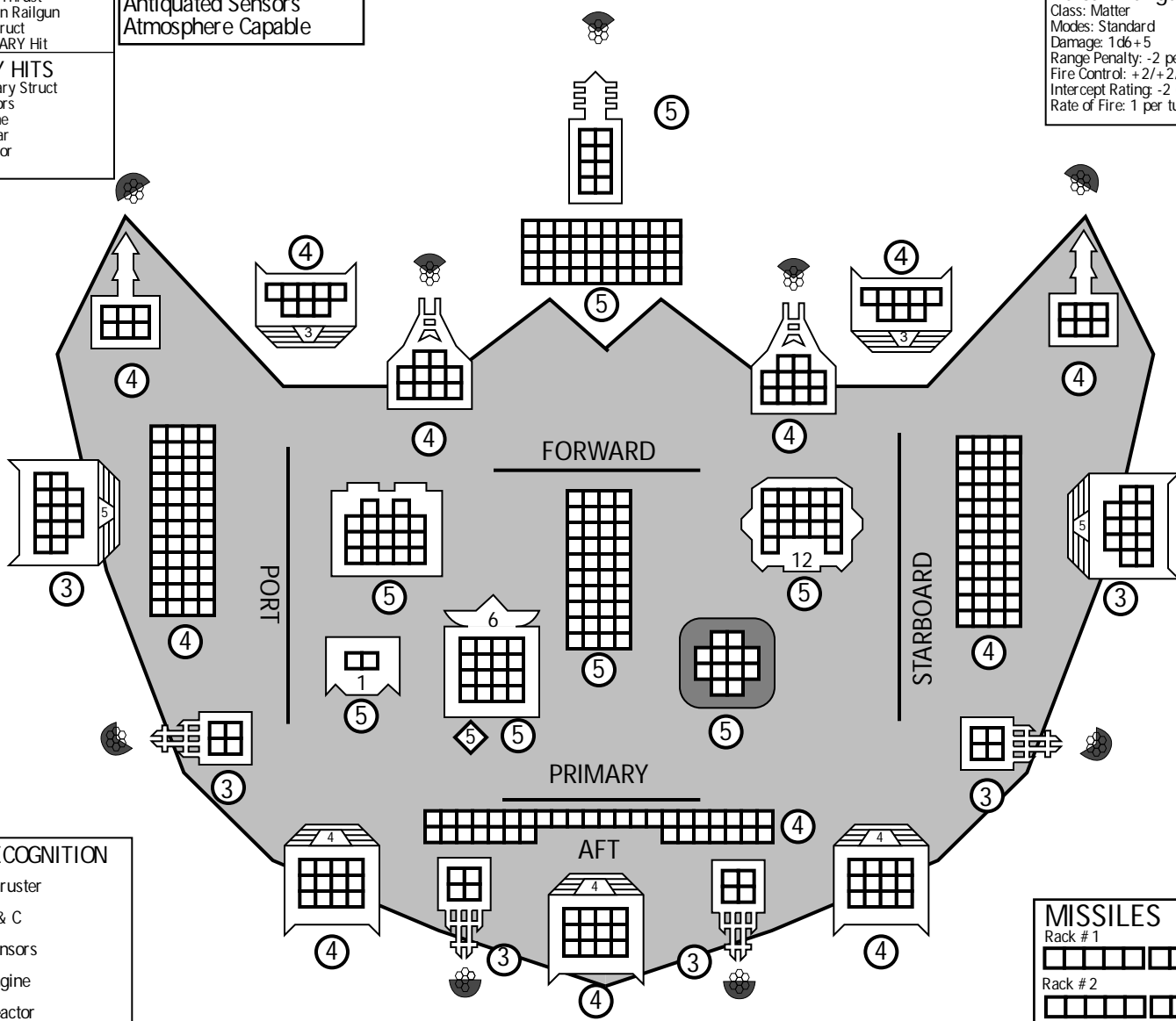
AFT HITS 1-6: Main Thrust 7-8: Vulcan Railgun 9-18: Aft Struct 19-20: PRIMARY Hit
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PRIMARY HITS 1-10: Primary Struct 12-14: Sensors 15-16: Engine 17: Hangar 18-19: Reactor 20: C & C

SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6

SPECIAL NOTES Antiquated Sensors Atmosphere Capable
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HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10



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

MISSILES
Rack # 1
Rack # 2