



Lleskath Cabrith Heavy Carrier

SPECS Class: Capital Ship In Service: 1929 Point Value: 670 Ramming Factor: 340 Jump Delay: 20 Turns	MANEUVERING Turn Cost: 4/3 Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 19 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0	WEAPON DATA Dual Ion Cannon Class: Ion Modes: Raking Damage: 2d10+10 Range Penalty: -1 per 4 hexes Fire Control: +2/+2/+0 Intercept Rating: -1 Rate of Fire: 1 per turn																																				
Speed Turn Cost Turn Delay	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>2</td><td>3</td><td>4</td><td>6</td><td>7</td><td>8</td><td>10</td><td>11</td><td>12</td><td>14</td><td>15</td><td>16</td></tr> <tr><td>2</td><td>3</td><td>4</td><td>6</td><td>7</td><td>8</td><td>10</td><td>11</td><td>12</td><td>14</td><td>15</td><td>16</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	2	3	4	6	7	8	10	11	12	14	15	16	2	3	4	6	7	8	10	11	12	14	15	16	HANGAR 48 Fighters 5 Shuttles: Thrust: 3 Armor: 2 Defense: 10/14	Ion Cannon Class: Ion Modes: Raking Damage: 2d10+10 Range Penalty: -1 per 4 hexes Fire Control: +2/+2/+0 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
1	2	3	4	5	6	7	8	9	10	11	12																												
2	3	4	6	7	8	10	11	12	14	15	16																												
2	3	4	6	7	8	10	11	12	14	15	16																												
FORWARD HITS 1-5: Retro Thrust 6-8: Dual Ion Cannon 9-11: Dual Ion Bolter 12-18: Forward Structure 19-20: PRIMARY Hit	SPECIAL NOTES Limited Availability (33%)	SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6	Dual Ion Bolter Class: Ion Modes: Standard Damage: 8 Range Penalty: -1 per hex Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 2 per turn																																				

FORWARD HITS 1-5: Retro Thrust 6-8: Dual Ion Cannon 9-11: Dual Ion Bolter 12-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-5: Port/Stb Thrust 6-7: Ion Cannon 8-10: Dual Ion Bolter 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-8: Main Thrust 9-11: Dual Ion Bolter 12-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-11: Jump Engine 12-13: Sensors 14-15: Engine 16-18: Hangar 19: Reactor 20: C&C

ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Dual Ion Cannon
	Ion Cannon
	Dual Ion Bolter

SPECIAL NOTES Limited Availability (33%)
SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6

