



# Landsraad Ixian Armored Monitor

- Forward Hits**  
 1-4 Forward Thruster  
 5-7 Class L Missile  
 8-9 Heavy Lasgun  
 10-11 Vulcan Railgun  
 12-18 Forward Hull  
 19-20 Primary
- Port/Stbd Hits**  
 1-5 Side Thruster  
 6-7 Heavy Lasgun  
 8-9 Gauss Cannon  
 10 Vulcan Railgun  
 11-18 Side Structure  
 19-20 Primary
- Aft Hits**  
 1-5 Aft Thruster  
 6-7 Hvy Lasgun  
 8-10 Vulcan Railgun  
 11-18 Aft Structure  
 19-20 Primary
- Primary Hits**  
 1-10 Primary Structure  
 11-12 Hanger  
 13-15 Sensors  
 16-17 Engines  
 18-19 Reactor  
 20 C&C

**SENSOR DATA**  
 Defensive EW

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

<b>SPECS</b> Class: Capital Ship In Service: 10008 Point Value: 820 Ramming Factor: 290 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 5/4 Speed Turn Delay: 5/4 Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 18 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: +0 Initiative Penalty: -1
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**WEAPON DATA**

**Heavy Lasgun**  
 Class: Laser  
 Modes: R, P  
 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

**MISSILES**

Rack #1

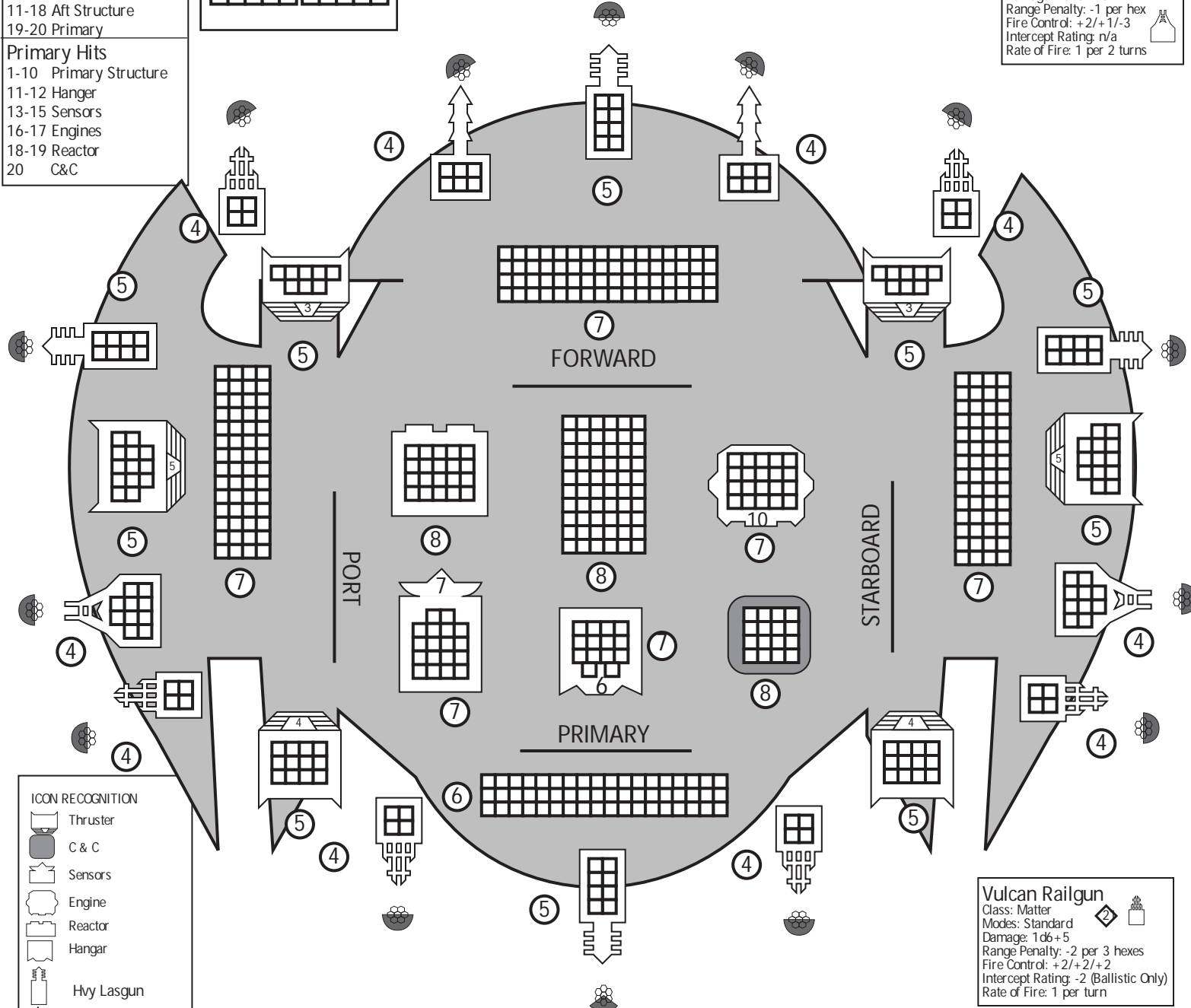

Rack #2


**SPECIAL NOTES**  
 Antiquated Sensors

**HANGAR**  
 12 Fighters  
 2 Shuttles: Thrust: 5  
 Armor: 0 Defense: 9/10


**Class-L 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



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

**Vulcan Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 1d6+5  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2 (Ballistic Only)  
 Rate of Fire: 1 per turn