



# Landsraad Ixian Fleet Carrier

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15								
In Service: 10085		Turn Delay: 1 x Speed		Stb/Port Defense: 16								
Point Value: 705		Acc/Dec Cost: 3 Thrst		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								
<b>Speed</b>	1	2	3	4	5	6	7	8	9	10	11	12
<b>Turn Cost</b>	2	3	4	6	7	8	10	11	12	14	15	12
<b>Turn Delay</b>	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Class-S Missile Rack**  
 Class: Ballistic  
 Missiles: 20  
 Range Penalty: None  
 Fire Control: +3/+3/+3  
 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  
 6-8: Class-S Missile  
 9-11: Rail Interceptor  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

## SENSOR DATA

Defensive EW

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

**SIDE HITS**  
 1-5: Port/Stb Thrust  
 6-7: Vulcan Railgun  
 8-12: Hangar  
 13-18: Structure  
 19-20: PRIMARY Hit

## SPECIAL NOTES

Antiquated Sensors  
 Uncommon (33%)

**AFT HITS**  
 1-6: Main Thrust  
 7-9: Rail Interceptor  
 10-11: Vulcan Railgun  
 12-18: Aft Struct  
 19-20: PRIMARY Hit

## PRIMARY HANGAR

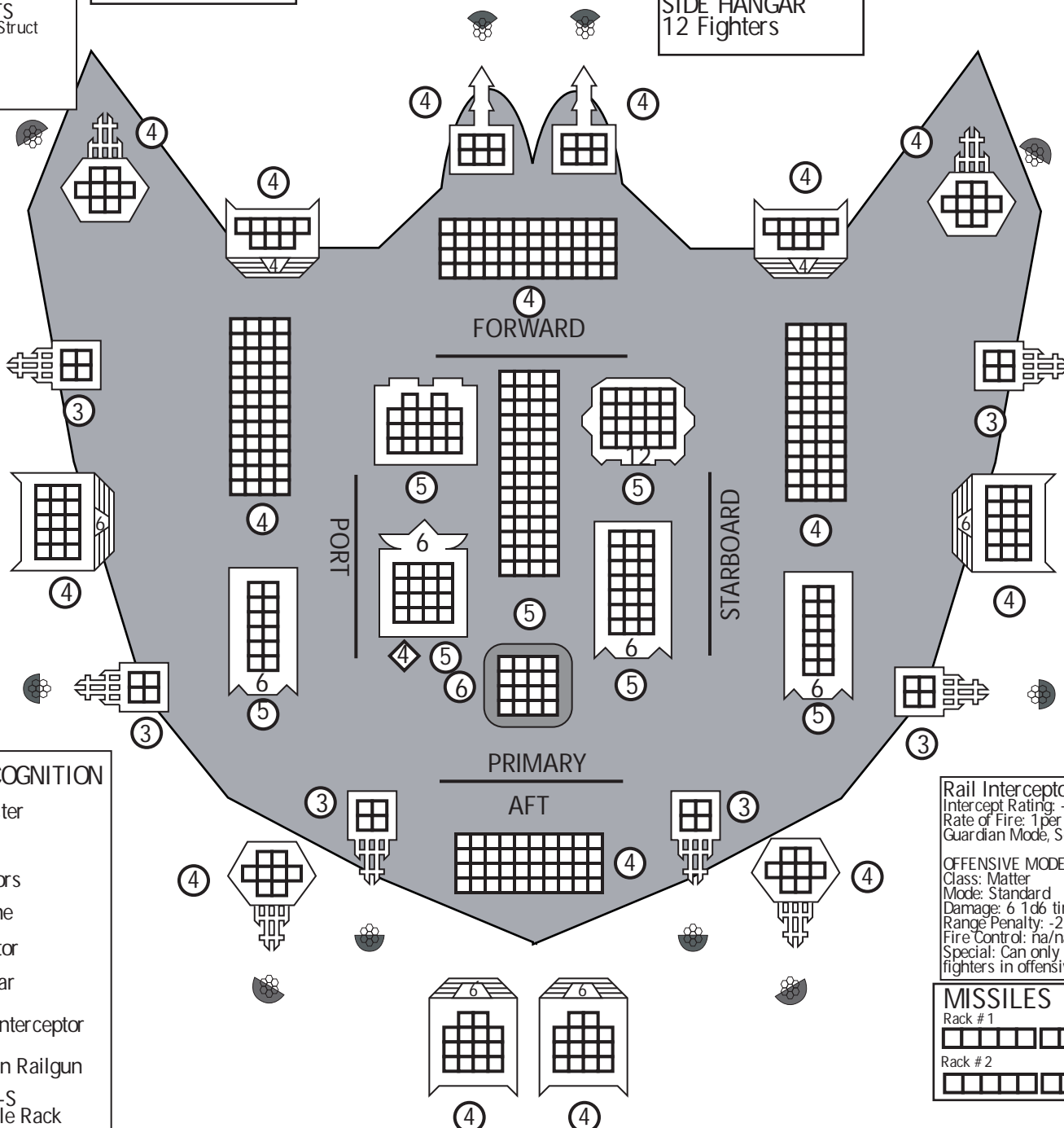
12 Fighters  
 6 Shuttles: Thrust: 5  
 Armor: 0 Defense: 9/10



## SIDE HANGAR

12 Fighters

**PRIMARY HITS**  
 1-10: Primary Struct  
 11-12: Sensors  
 13-15: Hangar  
 16-17: Engine  
 18-19: Reactor  
 20: C & C



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Rail Interceptor
- Vulcan Railgun
- Class-S Missile Rack

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

**OFFENSIVE MODE**  
 Class: Matter  
 Mode: Standard  
 Damage: 6 1d6 times  
 Range Penalty: -2 per hex  
 Fire Control: na/na/+5  
 Special: Can only target fighters in offensive mode

