



Ixian Fleet Carrier

SPECS

Class: Capital Ship
In Service: 2256
Point Value: 705
Ram Factor: 240
Jump Delay: n/a

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrst
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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 Only)
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

SIDE HITS

1-5: Port/Stb Thrust
6-7: Vulcan Railgun
8-12: Hangar
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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Antiquated Sensors

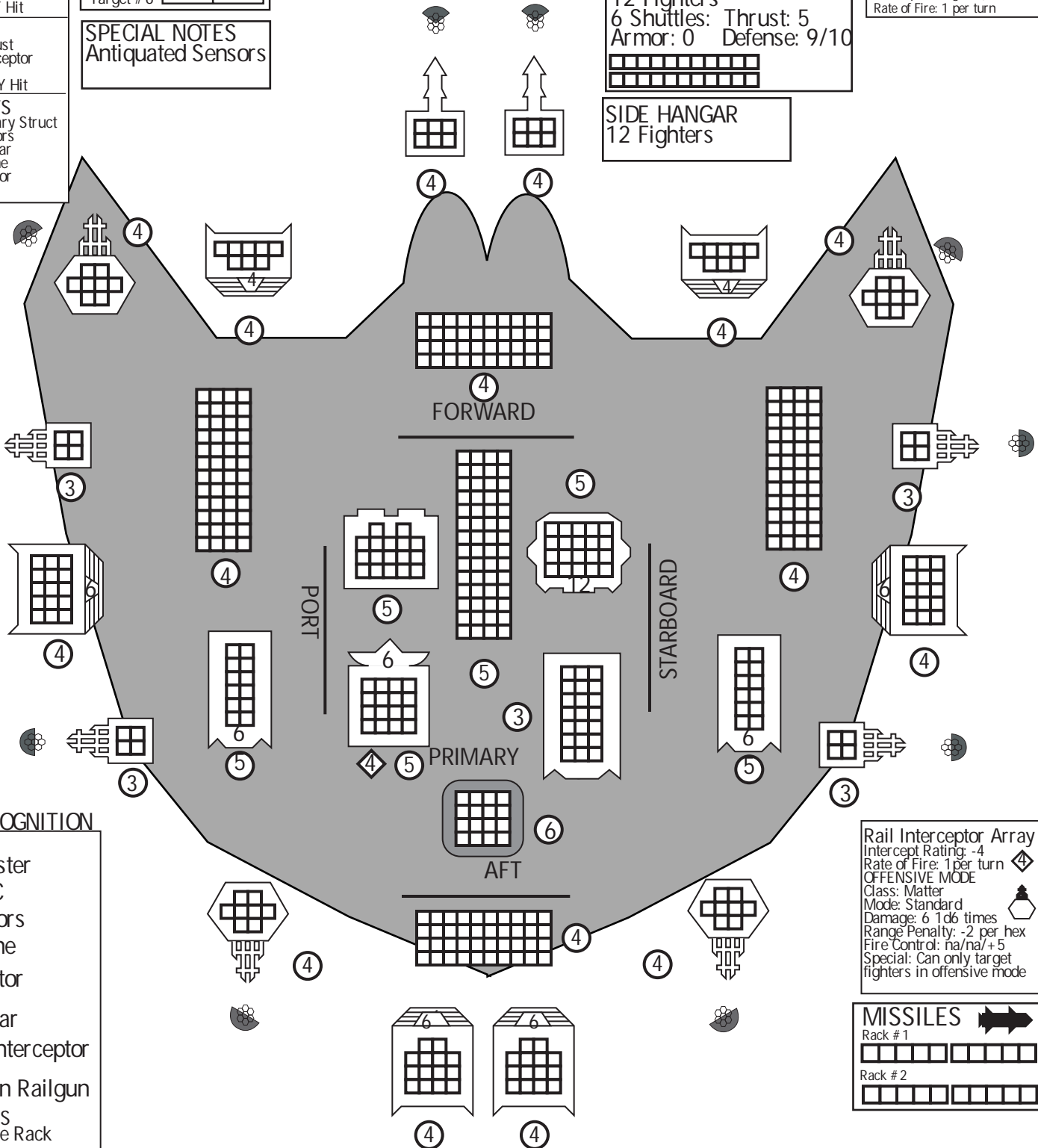
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 12 |
| Turn Delay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

PRIMARY HANGAR

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

SIDE HANGAR

12 Fighters



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
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

MISSILES

Rack #1
Rack #2