



# Terran NX Experimental Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2151	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 425	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: +3
Warp Delay: 13 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Phase Cannon</b>	
Class: Particle	◆
Modes: R, S	
Damage: 2d10+8	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

- SIDE HITS**
- 1-3: Impulse Thruster
  - 4-5: Polarized Hull
  - 6-7: Phase Cannon
  - 8: Missile Rack (#7/8)
  - 9: Missile Rack (#9)
  - 10: Lt Plasma Cannon
  - 11-13: Warp Engine
  - 14-18: Port/Stb Structure
  - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-9: Primary Structure
  - 10: Missile Rack (#9)
  - 11: Magnetic Grappler
  - 12-13: Sensors
  - 14-15: Hangar
  - 16-17: Engine
  - 18-19: Reactor
  - 20: C&C

**SPECIAL NOTES**

Restricted Deployment (10%)

Gravitic Drive System

Impulse Drive

Special Hull Arrangement  
(No Fwd/Aft Hits or Struct)

**SENSOR DATA**

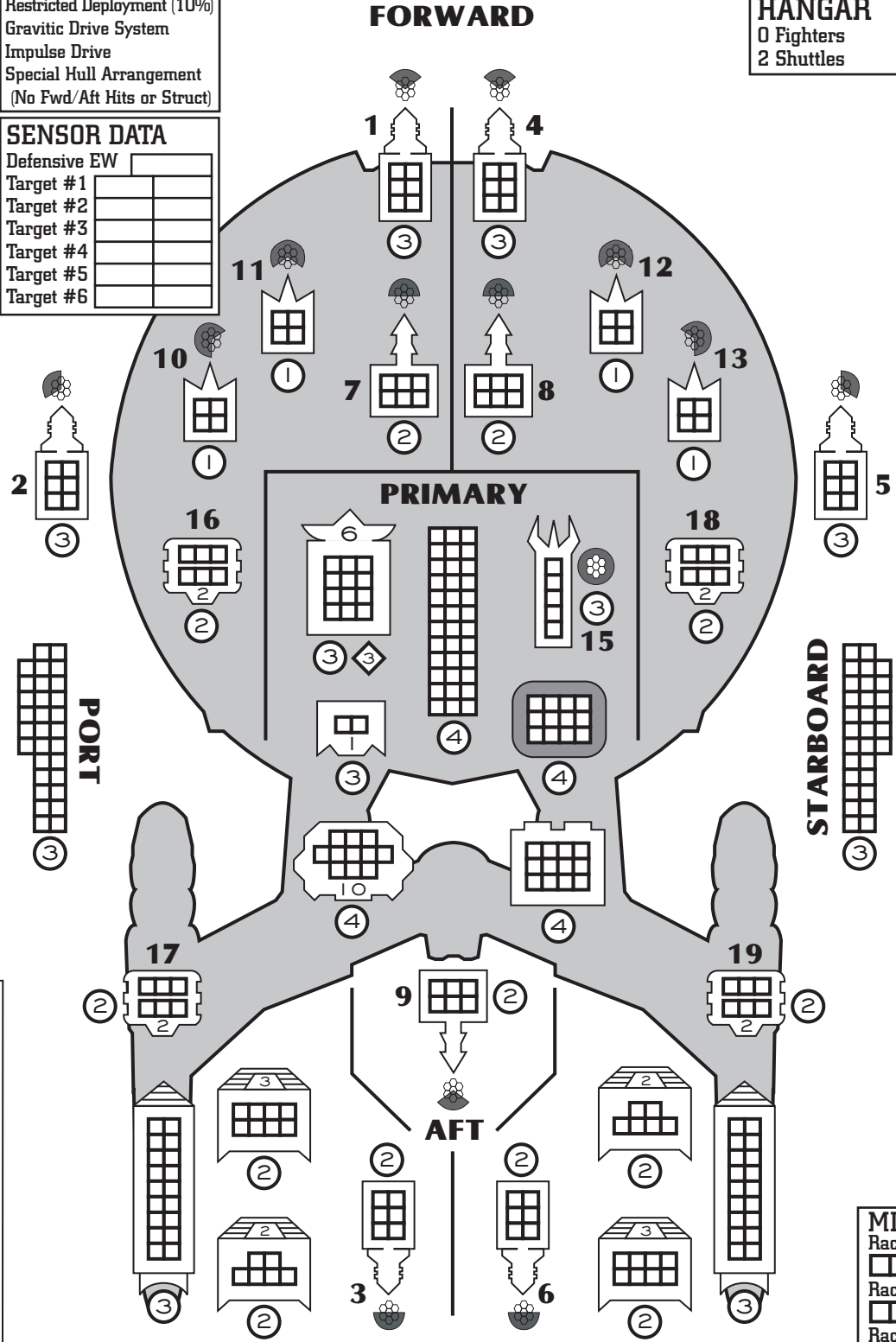
Defensive EW

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

**HANGAR**

0 Fighters

2 Shuttles



<b>Rapid Plasma Cannon</b>	
Class: Plasma	◆
Modes: Standard	
Dmg: 1d10+2 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +2/+1/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	

<b>Class-S0 Missile Rack</b>	
Class: Ballistic	◆
Missiles: 12	
Range Penalty: None	
Fire Control: +2/+2/+2	
Rate of Fire: 1 per 2 turns	

**Magnetic Grappler**

Attaches the ship to the target vessel. Once attached, functions as a tractor beam.

**Polarized Hull Plating**

Active hull plating units increase the armor of all systems in their section by an amount equal to the plating unit's current value. See Rules.

<b>Spatial (Light) Missile</b>	
Mode: Standard	
Damage: 12	
Range Penalty: -1 per 2 hexes	
Fire Control: n/a	
Interception Rating: n/a	

- ICON RECOGNITION**
- Impulse Thruster
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Warp Engine
  - Phase Cannon
  - Class-S0 Missile Rack
  - Lt Plasma Cannon
  - Magnetic Grappler
  - Polarized Hull Plating

**MISSILES**

Rack #4

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Rack #5

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Rack #6

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