



Terran NX Experimental Cruiser-B

SPECS Class: Medium Ship In Service: 2151 Point Value: 365 Ramming Factor: 60 Warp Delay: 13 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +12
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 Phase Cannon 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
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FORWARD HITS 1-5: Phase Cannon 6-8: Missile Rack 9-10: Polarized Hull 11-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5: Phase Cannon 6: Missile Rack 7-8: Polarized Hull 9-11: Warp Engine 12-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-6: Magnetic Grappler 7-9: Sensors 10-12: Hangar 13-15: Engine 16-18: Reactor 19-20: C&C

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

SENSOR DATA
Defensive EW

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

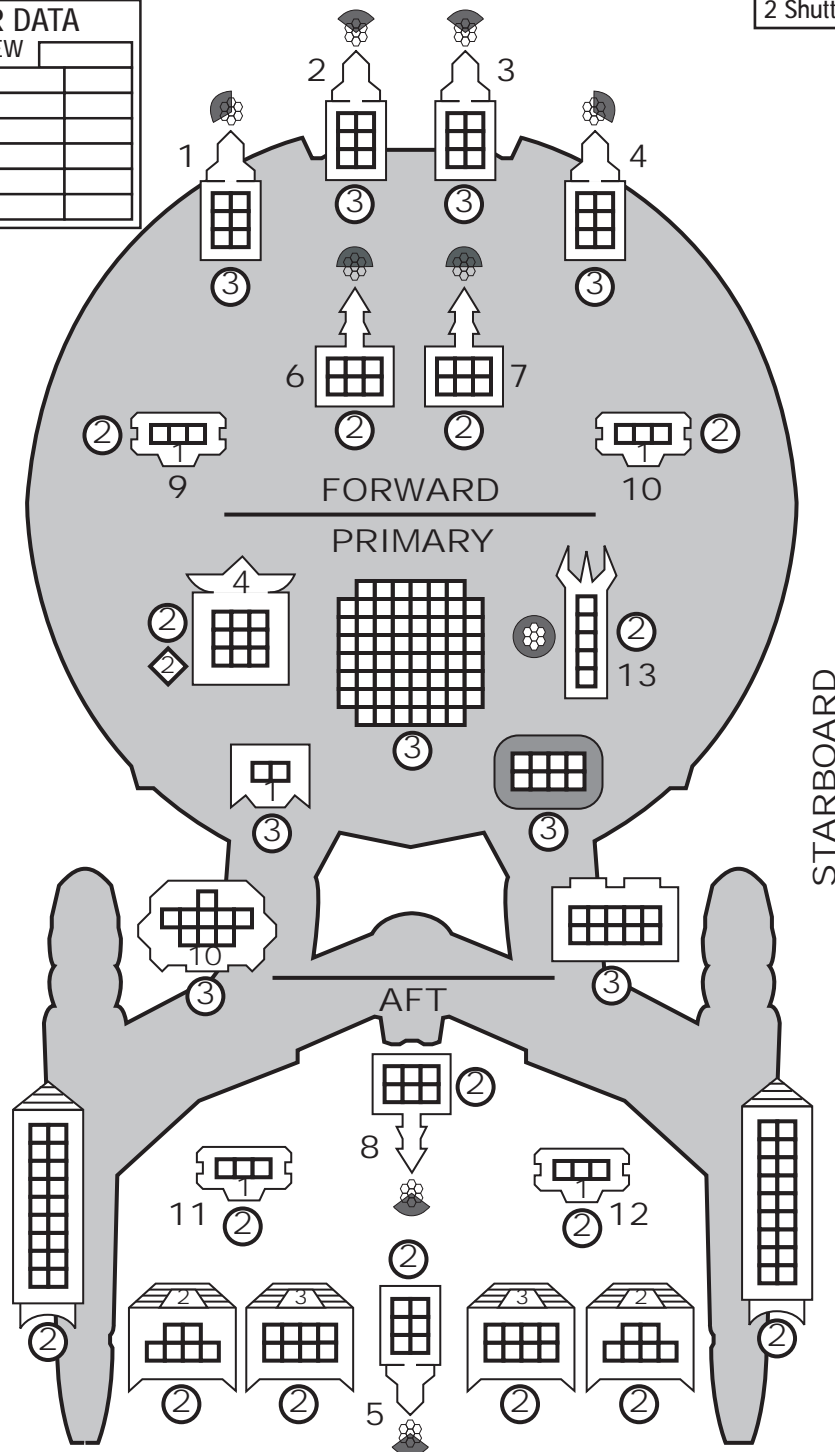
HANGAR
0 Fighters
2 Shuttles

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

Spatial (Light) Missile
Mode: Standard
Damage: 12
Max Range: 15 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
- Magnetic Grappler
- Polarized Hull Plating

MISSILES

Rack #6	
Rack #7	
Rack #8	