



# Xindi Forlorthan Cruiser

## SPECS

Class: Medium Ship  
In Service: 2130  
Point Value: 375  
Ramming Factor: 60  
Warp Delay: 9 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 16  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

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

## WEAPON DATA

**Light Particle Cannon**  
Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Small Ballistic Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 2d10  
Range Penalty: None  
Max Range: 25 hexes  
Fire Control: +3/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Can hold up to three shots and fire them all at once or separately. See rules.

## Early Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

- FORWARD HITS**  
1-3: Deflector Shield  
4-6: Lt Particle Cannon  
7-8: Small Ballistic Torp  
9: Early Particle Beam  
10-16: Structure  
17-20: PRIMARY Hit
- AFT HITS**  
1-4: Impulse Thruster  
5-6: Deflector Shield  
7-8: Small Ballistic Torp  
9: Early Particle Beam  
10-16: Structure  
17-20: PRIMARY Hit
- PRIMARY HITS**  
1-7: Warp Engine  
8-9: Portal Generator  
10-11: Shield Generator  
12-14: Sensors  
15-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

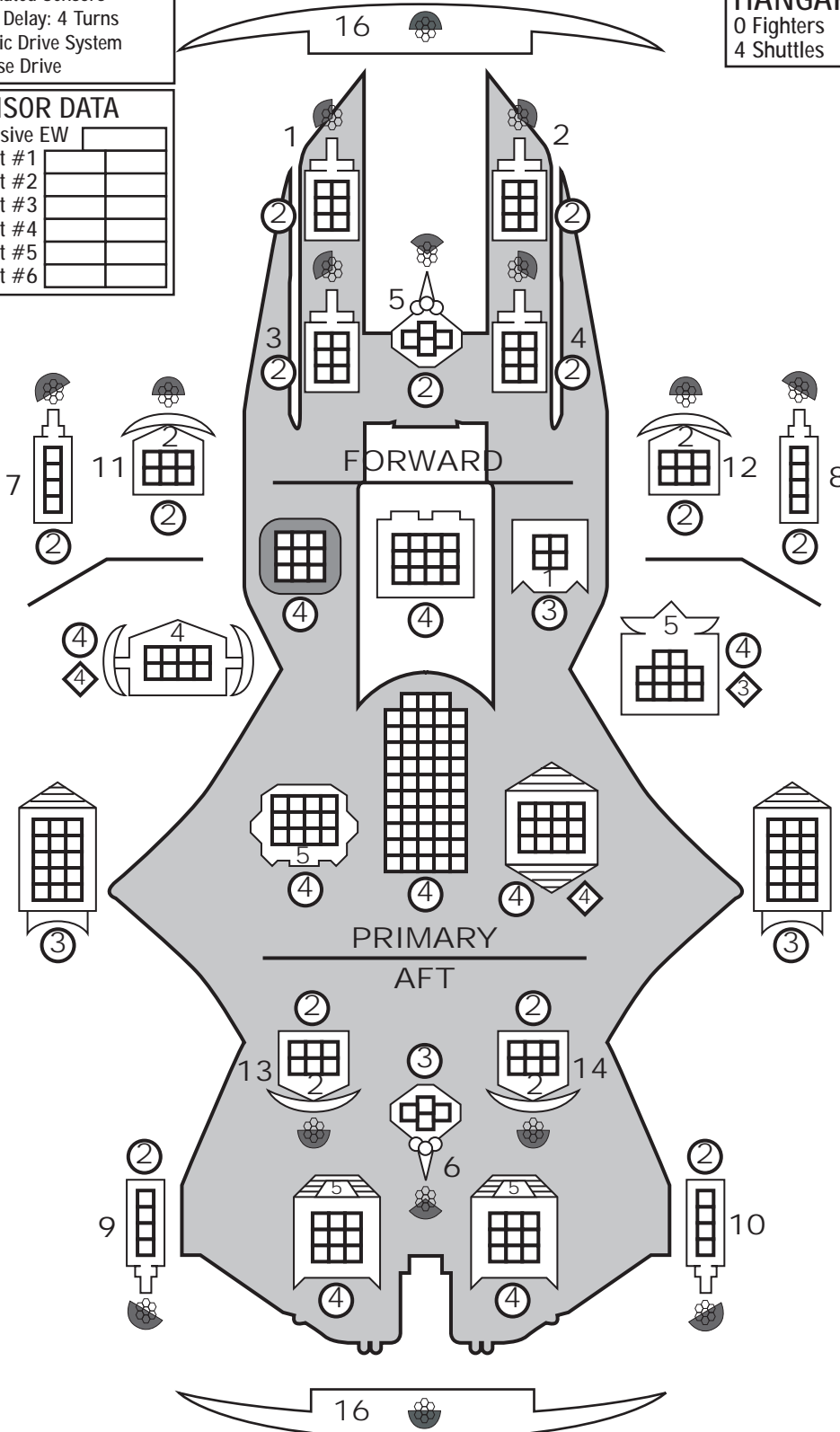
**SPECIAL NOTES**  
Antiquated Sensors  
Portal Delay: 4 Turns  
Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

Defensive EW

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

**HANGAR**  
0 Fighters  
4 Shuttles



PORT

STARBOARD

- ICON RECOGNITION**
- Impulse Thruster
  - C & C
  - Sensors
  - Engine
  - Portal Generator
  - Reactor
  - Hangar
  - Shield Generator
  - Deflector Shield
  - Warp Engine
  - Lt Particle Cannon
  - Early Particle Beam
  - Small Ballistic Torpedo