



# Xindi Li'sar Mothership

## SPECS

Class: Capital Ship  
In Service: 2127  
Point Value: 900  
Ramming Factor: 450  
Warp Delay: 12 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 7+7 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 20  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Penalty: -4

## WEAPON DATA

**Particle Cannon**  
Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## 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

## 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

## Antimatter Torpedo

Class: Antimatter  
(Launched as Ballistic)  
Modes: Standard  
Damage: 1X+8  
Maximum X: 12  
Range Penalty: Special  
Range 0-25: No penalty  
Range 26-50: -1 per hex  
Range 51+: -2 per hex  
Fire Control: +4/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

**FORWARD HITS**  
1-3: Deflector Shield  
4-5: Particle Cannon  
6-7: Lt Particle Cannon  
8-9: Antimatter Torpedo  
10-17: Forward Structure  
18-20: PRIMARY Hit

**SIDE HITS**  
1-2: Impulse Thruster  
3-4: Deflector Shield  
5: Particle Cannon  
6: Lt Particle Cannon  
7: Antimatter Torpedo  
8: Early Particle Beam  
9-11: Warp Engine  
12-17: Port/Stb Structure  
18-20: PRIMARY Hit

**AFT HITS**  
1-5: Impulse Thruster  
6-7: Deflector Shield  
8: Particle Cannon  
9: Antimatter Torpedo  
10: Early Particle Beam  
11-17: Structure  
18-20: PRIMARY Hit

**PRIMARY HITS**  
1-8: Primary Structure  
9: Portal Generator  
10: Shield Generator  
11-12: Sensors  
13-14: Hangar  
15-16: Engine  
17-18: Reactor  
19-20: C&C

**SPECIAL NOTES**  
Limited Availability (33%)  
Antiquated Sensors  
Portal Delay: 3 Turns  
Gravitic Drive System  
Impulse Drive

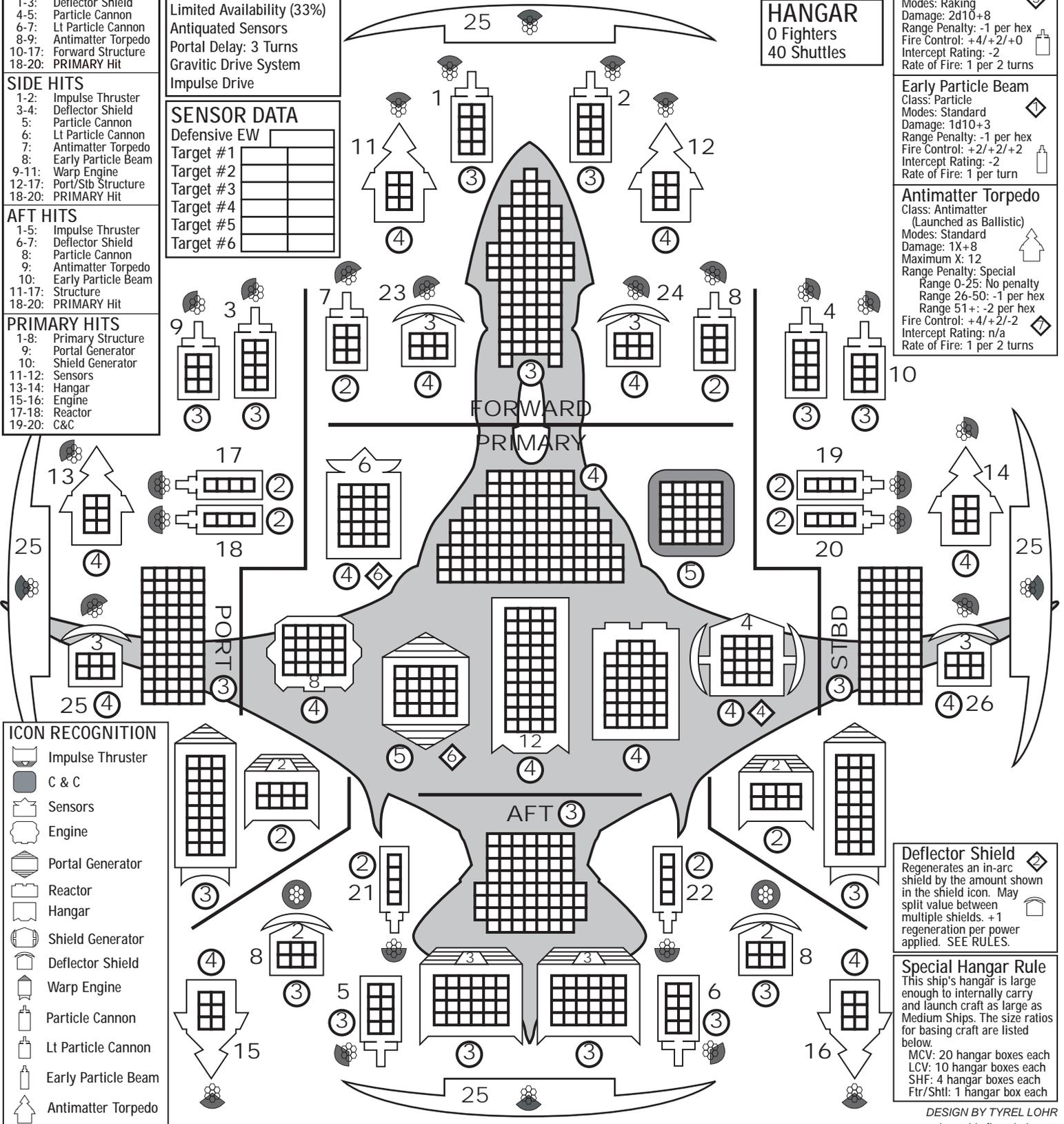
## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters  
40 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Portal Generator
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Particle Cannon
- Lt Particle Cannon
- Early Particle Beam
- Antimatter Torpedo

**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.

**Special hangar rule**  
This ship's hangar is large enough to internally carry and launch craft as large as Medium Ships. The size ratios for basing craft are listed below.  
MCV: 20 hangar boxes each  
LCV: 10 hangar boxes each  
SHF: 4 hangar boxes each  
Ftr/Shtl: 1 hangar box each