



# Xindi Loruk Command Ships (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 7
In Service: 2144	Turn Delay: 1/4 Speed	Stb/Port Defense: 9
Point Value: 100 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 10 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +15
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

## WEAPON DATA

**Shearing Particle Beam Accelerator**  
 Class: Particle  
 Modes: Raking (8)  
 Damage: 1d10+12  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns  
 Special: Can fire for an accelerated ROF for less damage, as shown below:  
 1 per turn: 1d10+3 (standard)

**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.

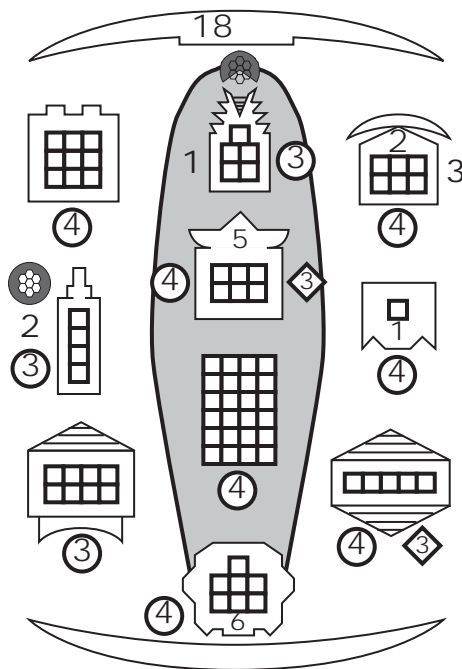
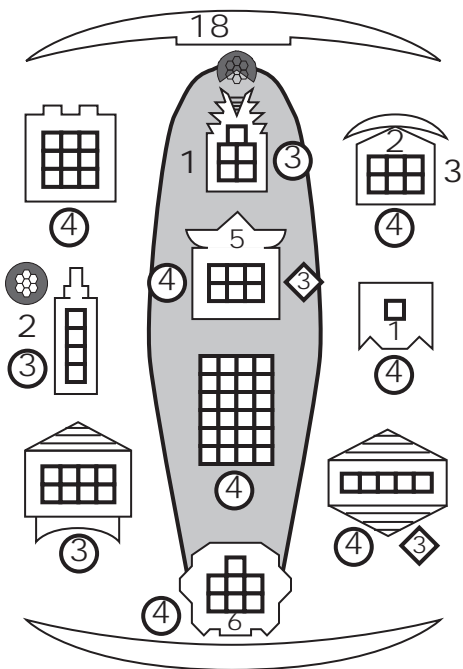
### HIT LOCATIONS

1-8: Structure  
 9: Hangar  
 10-11: Warp Engine  
 12-13: Shearing Part Beam  
 14: Early Particle Beam  
 15: Portal Generator  
 16-17: Drive  
 18: Reactor  
 19: Control  
 20: Deflector Shield

### SPECIAL NOTES

+1 init to all friendly units  
 Agile Ship  
 Antiquated Sensors  
 Atmospheric Capable  
 Portal Delay: 6 Turns  
 Gravitic Drive System  
 Impulse Drive

**HANGAR**  
 0 Fighter each  
 1 Shuttle each



### SENSOR DATA

Defensive EW

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

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### ICON RECOGNITION

- Cargo
- Drive
- Portal Generator
- Reactor
- Hangar
- Deflector Shield
- Warp Engine
- Shearing Particle Beam Accelerator
- Early Particle Beam

