



Xindi Tark'Ha Attack Cruiser

SPECS

Class: Medium Ship
In Service: 2141
Point Value: 365
Ramming Factor: 50
Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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	1	2	2	2	3	3	3	4	4	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

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
Special: Can hold up to three shots and fire them all at once or separately. See rules.

Light Plasma Drill
Class: Plasma
Mode: Standard
Dmg: 1d10+6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: No overkill.

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: Particle Cannon
4-5: Small Ballistic Torp
6-8: Light Plasma Drill
9-10: Early Particle Beam
11-16: Structure
17-20: PRIMARY Hit

AFT HITS
1-5: Impulse Thruster
6-7: Deflector Shield
8-9: Early Particle Beam
10-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS
1-6: Warp Engine
7-9: Portal Generator
10: Shield Generator
11: Marine Barracks
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
Antiquated Sensors
4 Marine Contingents
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
- Marine Barracks
- Particle Cannon
- Small Ballistic Torpedo
- Light Plasma Drill
- Early Particle Beam

