



Xindi Urnon Armored Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2142 Point Value: 375 Ramming Factor: 60 Warp Delay: 12 Turns	Turn Cost: 2/3 Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 16 Engine Efficiency: 4/1 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 2 3 4 5 6 7 8 9 10 11 12	

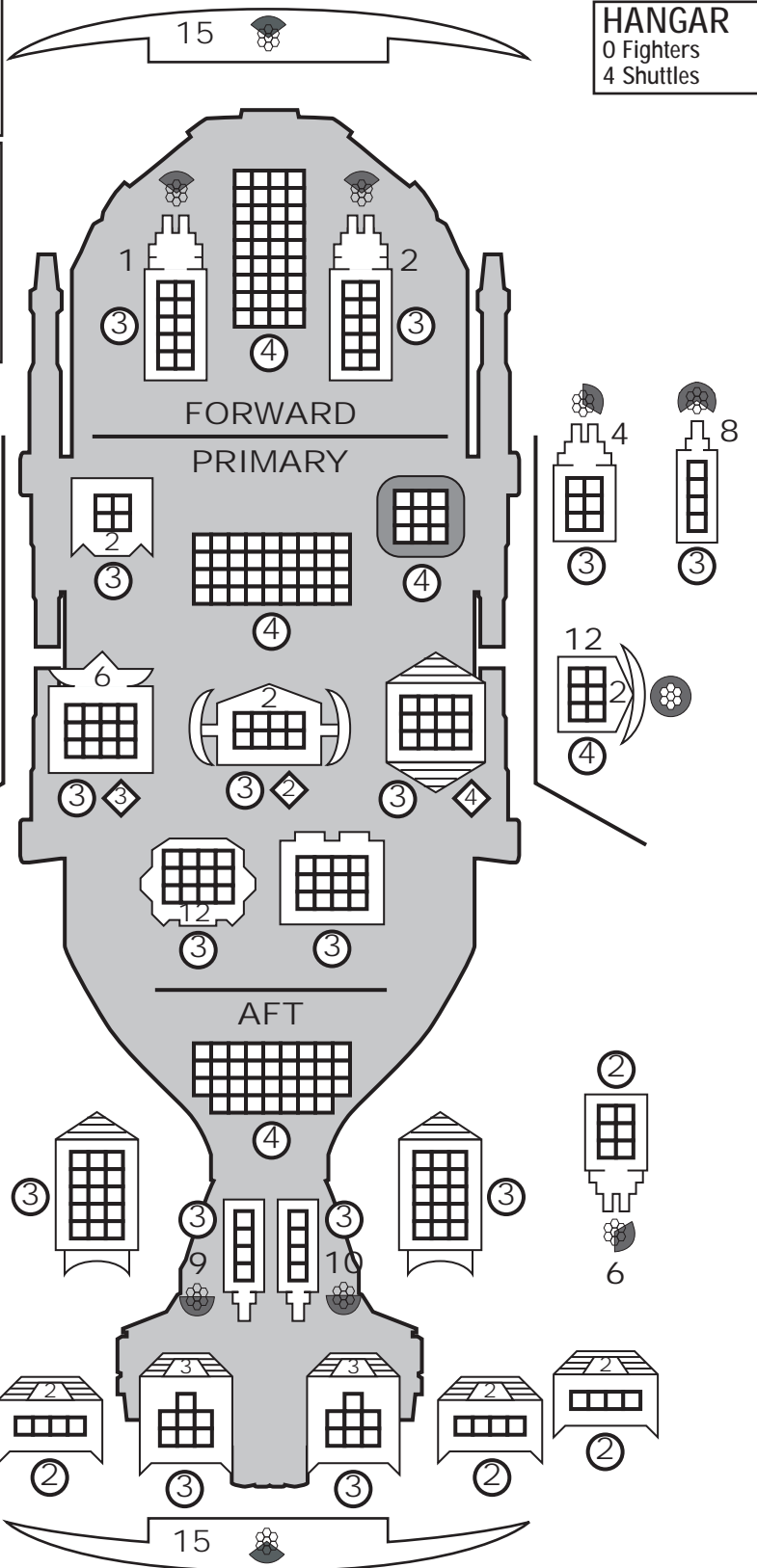
WEAPON DATA	
Heavy Projection Beam Class: Particle Modes: R, S Damage: 3d10+7 Range Penalty: -1 per 3 hexes Fire Control: +4/+4/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	
Medium Projection Beam Class: Particle Modes: Raking Damage: 2d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+0 Intercept 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	
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: Hvy Projection Beam	
7-8: Projection Beam	
9-10: Early Particle Beam	
11-17: Forward Structure	
18-20: PRIMARY Hit	
AFT HITS	
1-6: Impulse Thruster	
7-8: Projection Beam	
9: Early Particle Beam	
10-12: Warp Engine	
12-16: Structure	
17-20: PRIMARY Hit	
PRIMARY HITS	
1-7: Primary Structure	
8-9: Portal Generator	
10-11: Shield Generator	
12-13: Sensors	
14-15: Hangar	
16-17: Engine	
18-19: Reactor	
20: C&C	

SPECIAL NOTES	
Limited Availability (33%)	
Antiquated Sensors	
Portal Delay: 8 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



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Portal Generator
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Projection Beam
	Med Projection Beam
	Early Particle Beam