Version 1: 2E/ST

Xindi Reptilian

Name: _____ Counter: _____

Xindi Va'Sar Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2120	Turn Delay: 1/3 Speed	Stb/Port Defense: 15
Point Value: 275	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 2 Thrust	Initiative Bonus: +15

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

HANGAR
0 Fighters
4 Shuttles

FORWARD HITS

1-4:	Particle Cannon
5-8:	Early Particle Beam
9-16:	Structure
17-20:	PRIMARY Hit

AFT HITS

1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Early Particle Beam
11-16:	Structure
17-20:	PRIMARY Hit

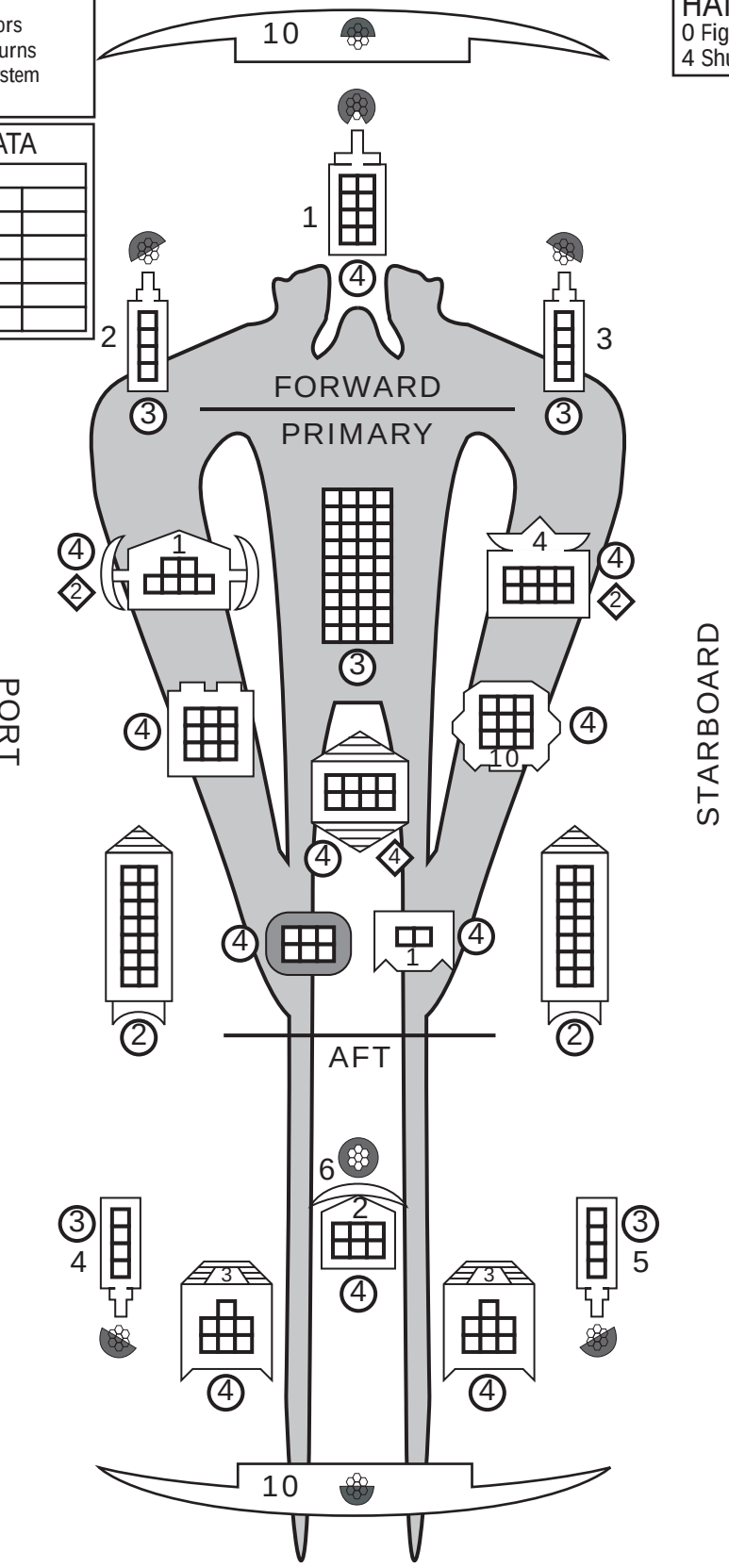
PRIMARY HITS

1-5:	Warp Engine
6-7:	Portal Generator
8-9:	Shield Generator
10-12:	Sensors
13-14:	Hangar
15-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES
Agile Ship
Antiquated Sensors
Portal Delay: 5 Turns
Gravitic Drive System
Impulse Drive

SENSOR DATA

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



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

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.

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

DESIGN BY TYREL LOHR
planetside.firenebula.com