



Xindi Va'Sar Frigate

SPECS

Class: Medium Ship
In Service: 2120
Point Value: 275
Ramming Factor: 50
Warp Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 2/1
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +15

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.

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

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

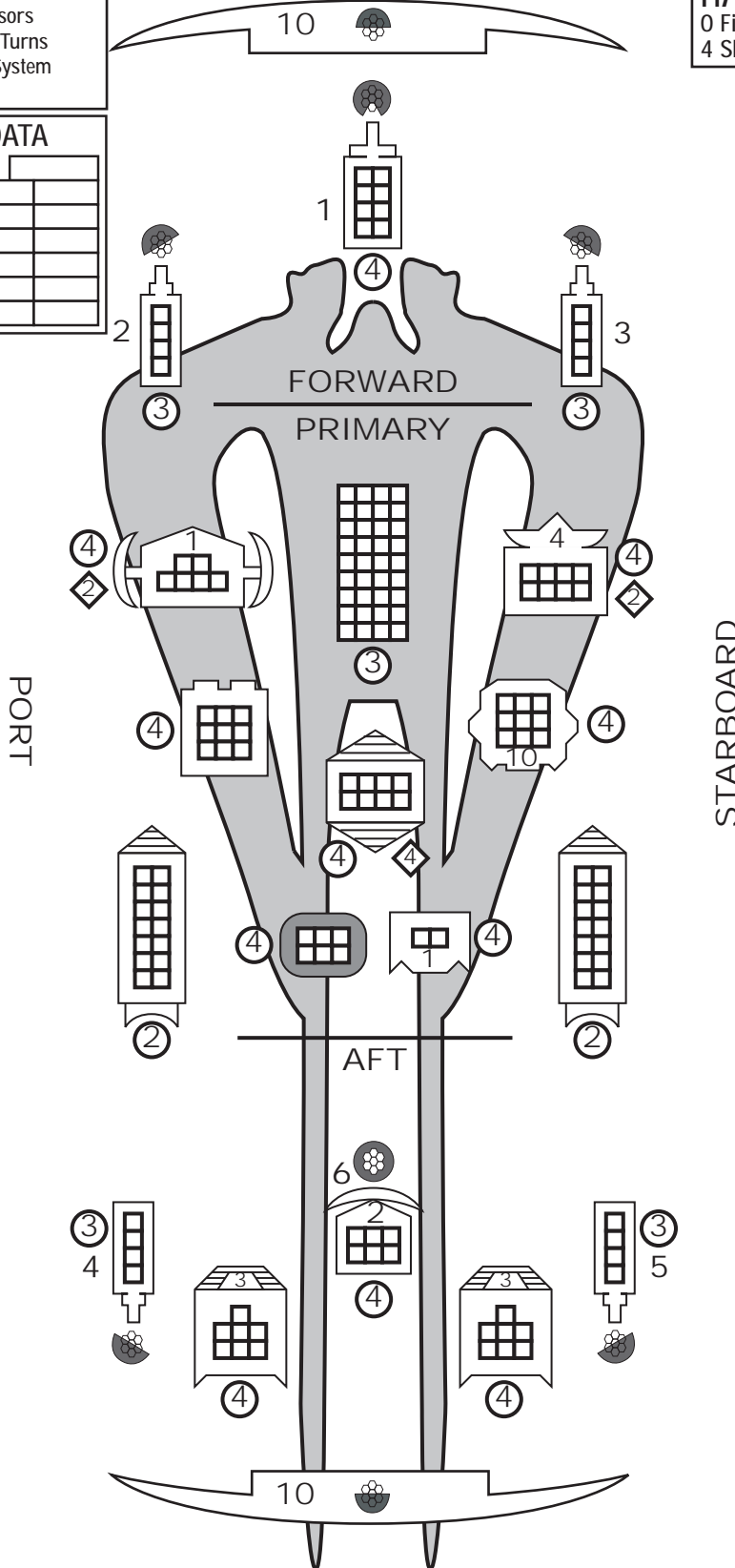
Agile Ship
Antiquated Sensors
Portal Delay: 5 Turns
Gravitic Drive System
Impulse Drive

SENSOR DATA

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

HANGAR

0 Fighters
4 Shuttles



ICON RECOGNITION

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