



Bajoran Independence Auxiliary Cruiser

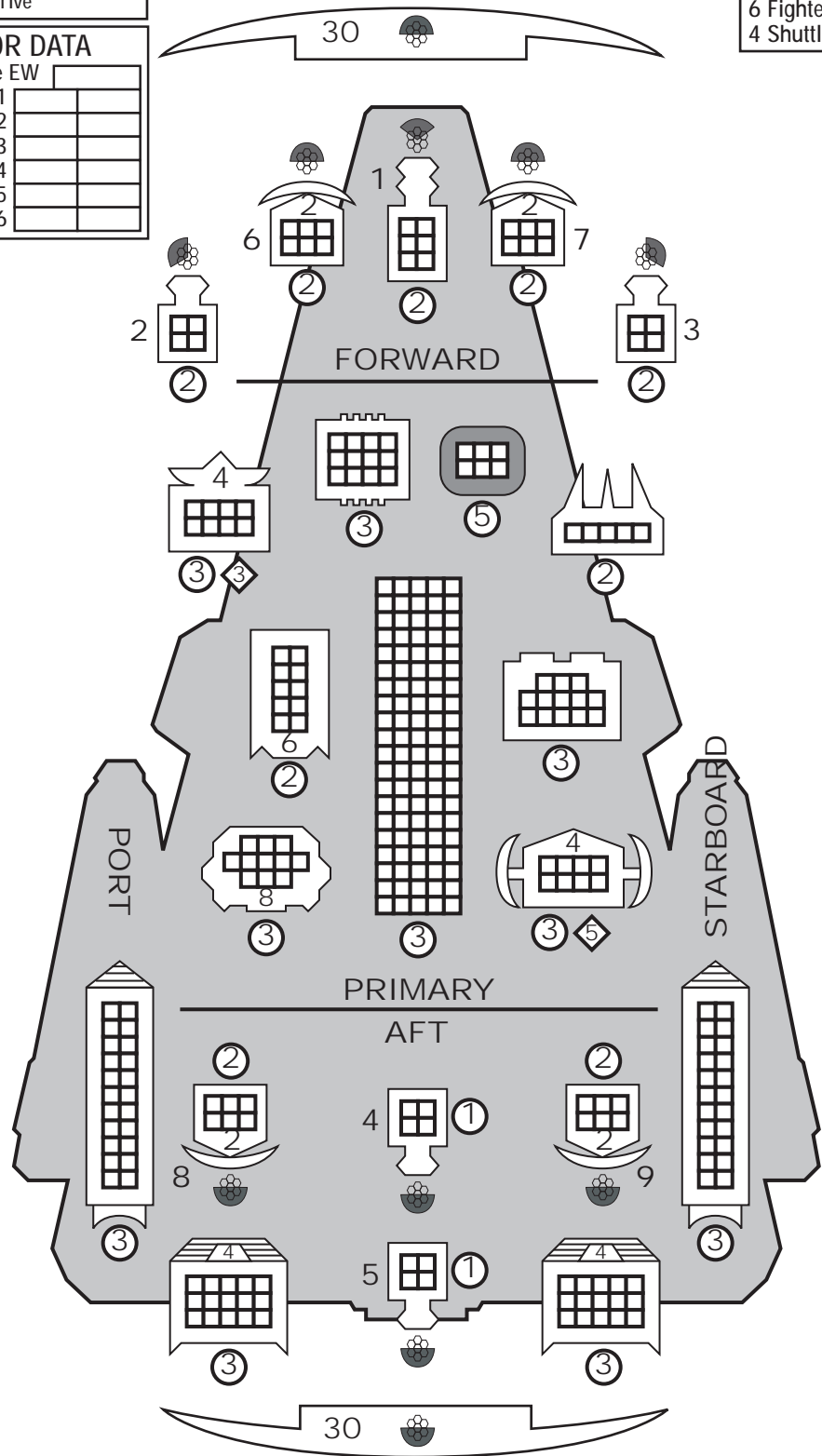
SPECS Class: Medium Ship In Service: 2369 Point Value: 330 Ramming Factor: 100 Warp Delay: 9 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: +1 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Medium Phaser Bank Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 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+4
Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 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.

HANGAR
6 Fighters
4 Shuttles

FORWARD HITS 1-4: Deflector Shield 5-6: Light Phaser 7-8: Medium Phaser 9-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-7: Deflector Shield 8-9: Light Phaser 10-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-4: Tractor Beam 5-7: Marine Barracks 8-10: Shield Generator 11-13: Hangar 14-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System Impulse Drive	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Marine Barracks
Medium Phaser
Light Phaser