



Terran NX War Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2152	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 13 Turns	Roll Cost: 2+2 Thrust	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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Phase Cannon	
Class: Particle	◆
Modes: R, S	
Damage: 2d10+8	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/+1	
Intercept Rating: -2	⚡
Rate of Fire: 1 per 2 turns	

FORWARD HITS	
1-5:	Phase Cannon
6-8:	Missile Rack
9-10:	Polarized Hull
11-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-4:	Impulse Thruster
5:	Phase Cannon
6:	Missile Rack
7-8:	Polarized Hull
9-11:	Warp Engine
12-17:	Structure
18-20:	PRIMARY Hit

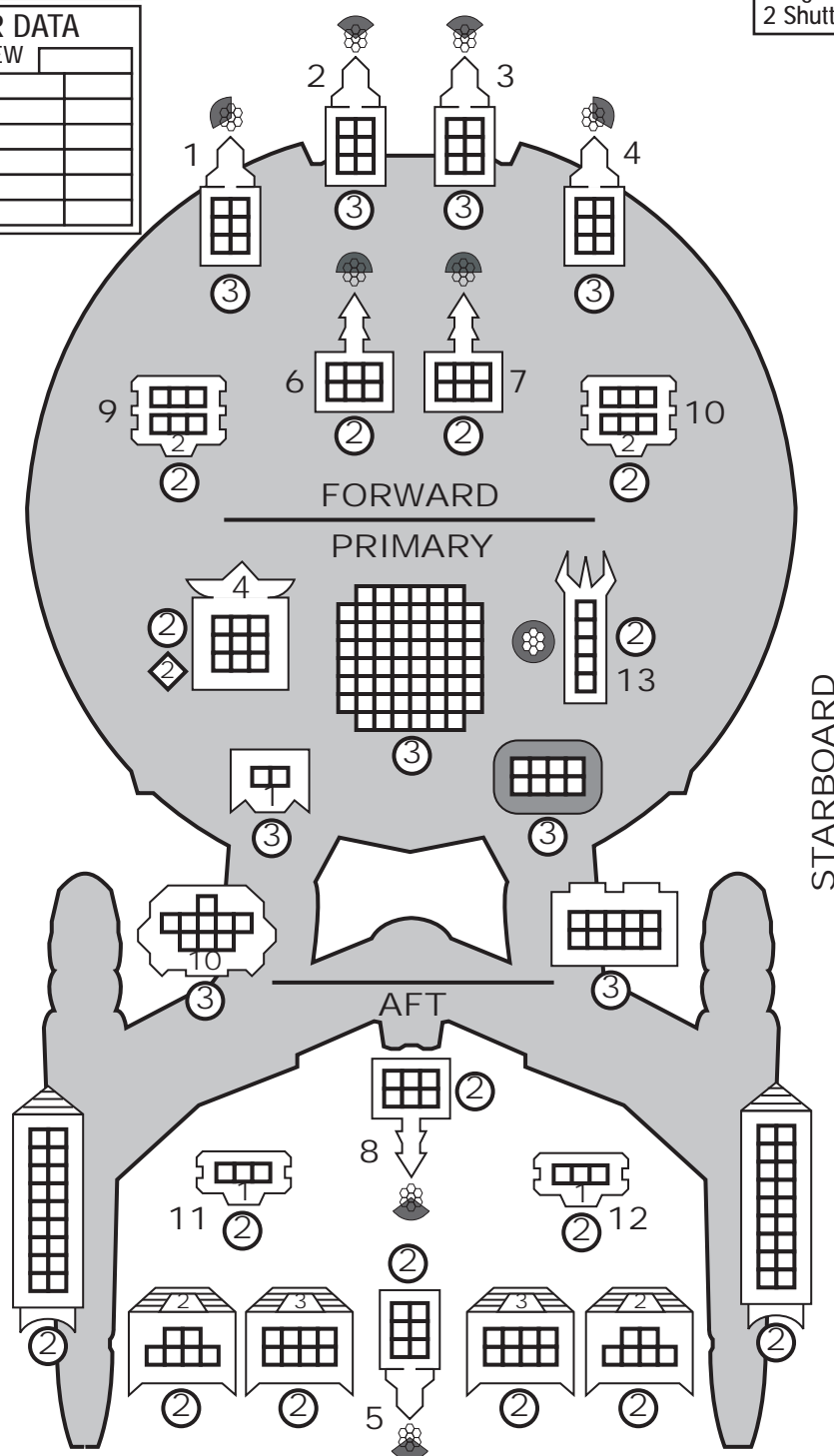
PRIMARY HITS	
1-6:	Magnetic Grappler
7-9:	Sensors
10-12:	Hangar
13-15:	Engine
16-18:	Reactor
19-20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

HANGAR
0 Fighters
2 Shuttles

Class-S0 Missile Rack	
Class: Ballistic	◆
Missiles: 12	
Range Penalty: None	
Fire Control: +2/+2/+2	
Rate of Fire: 1 per 2 turns	
Magnetic Grappler	
Class: Ballistic	⚡
Attaches the ship to the target vessel. Once attached, functions as a tractor beam.	
Polarized Hull Plating	
Active hull plating units increase the armor of all systems in their section by an amount equal to the plating unit's current value. See Rules.	
Photonic Missile	
Class: Antimatter	
Modes: Standard	
Damage: X+6	
Max X: 10	
Max Range: 20 hexes	
Fire Control: n/a	
Interception Rating: n/a	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Warp Engine
	Phase Cannon
	Class-S0 Missile Rack
	Magnetic Grappler
	Polarized Hull Plating

MISSILES	
Rack #6	
	□ □ □ □ □ □ □ □
Rack #7	
	□ □ □ □ □ □ □ □
Rack #8	
	□ □ □ □ □ □ □ □