



## Xindi Tark'Ha Attack Cruiser

## SPECS

Class: Medium Ship  
In Service: 2141  
Point Value: 315  
Ramming Factor: 50  
Warp Delay: 10 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +14

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

## 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

## Light Plasma Drill

Class: Plasma  
Mode: Standard  
Dmg: 1d10+6 (-1 per hex)  
Range Penalty: -2 per hex  
Fire Control: +1/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: No overkill.

## 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: Particle Cannon  
4-6: Light Plasma Drill  
7-8: Early Particle Beam  
9-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

1-5: Impulse Thruster  
6-7: Deflector Shield  
8-9: Early Particle Beam  
10-16: Structure  
17-20: PRIMARY Hit

## PRIMARY HITS

1-6: Warp Engine  
7-9: Portal Generator  
10: Shield Generator  
11: Marine Barracks  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Antiquated Sensors  
No Transporters  
4 Marine Contingents  
Portal Delay: 4 Turns  
Gravitic Drive System  
Impulse Drive

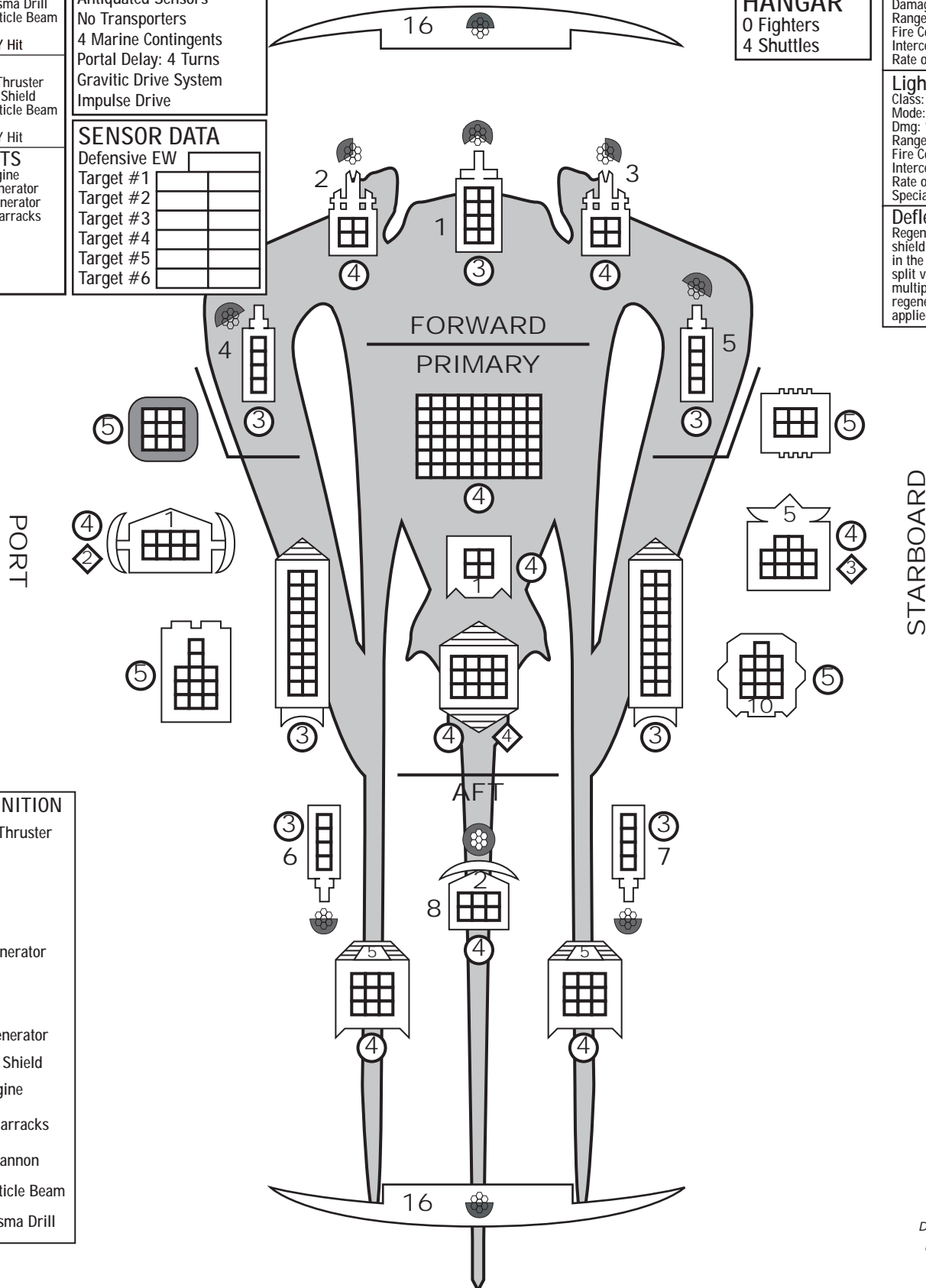
## SENSOR DATA

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
- Marine Barracks
- Particle Cannon
- Early Particle Beam
- Light Plasma Drill