



Xindi Urnon Armored Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2142	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 375	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 60	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 12 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	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA	
Heavy Projection Beam	Class: Particle Modes: R, S Damage: 3d10+7 Range Penalty: -1 per 3 hexes Fire Control: +4/+4/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Medium Projection Beam	Class: Particle Modes: Raking Damage: 2d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+0 Intercept Rating: -2 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.

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Hvy Projection Beam
7-8:	Projection Beam
9-10:	Early Particle Beam
11-17:	Forward Structure
18-20:	PRIMARY Hit

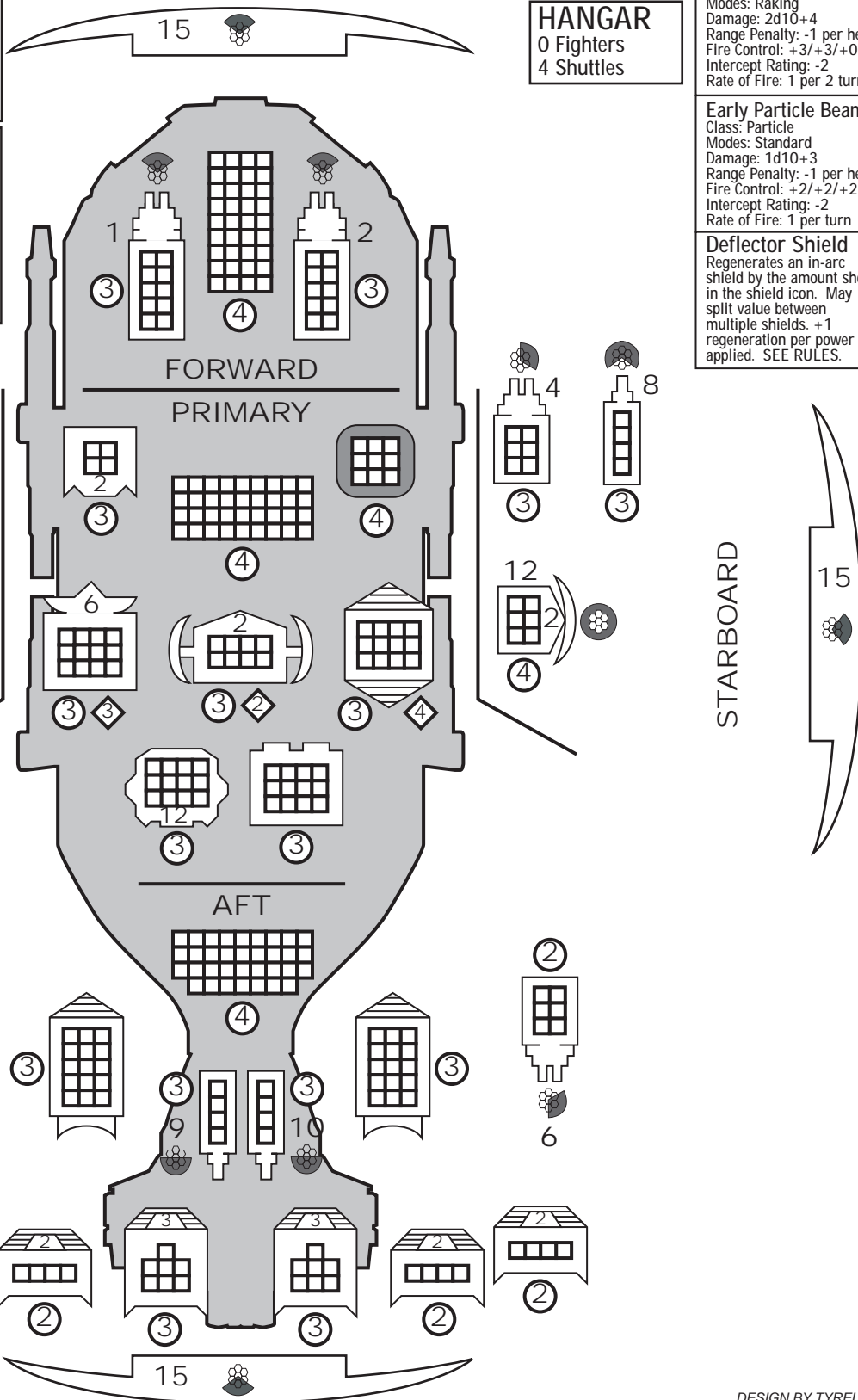
AFT HITS	
1-6:	Impulse Thruster
7-8:	Projection Beam
9:	Early Particle Beam
10-12:	Warp Engine
12-16:	Structure
17-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-9:	Portal Generator
10-11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Limited Availability (33%)	
Antiquated Sensors	
Portal Delay: 8 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
	Heavy Projection Beam
	Med Projection Beam
	Early Particle Beam