

UFP Andor Class IX Missile Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: SD2/1806
Point Value: 750
Ramming Factor: 235
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 16 (13)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

Limited Deployment (10%)

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Photon Torpedo
- 8: Phaser
- 9-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Warp Drive
- 9-10: Photon Torpedo
- 11-12: Point Def. Grid
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Struct
- 8-9: Photon Torpedo
- 10-11: Port/Stb Thrust
- 12-13: Deflector Shield
- 14: Tractor Beam
- 15: Shield Generator
- 16: Sensors
- 17: Hangar
- 18: Reactor
- 19: Impulse Engine
- 20: Bridge

⑥ All 4 FWD Photon Torpedoes

HANGAR

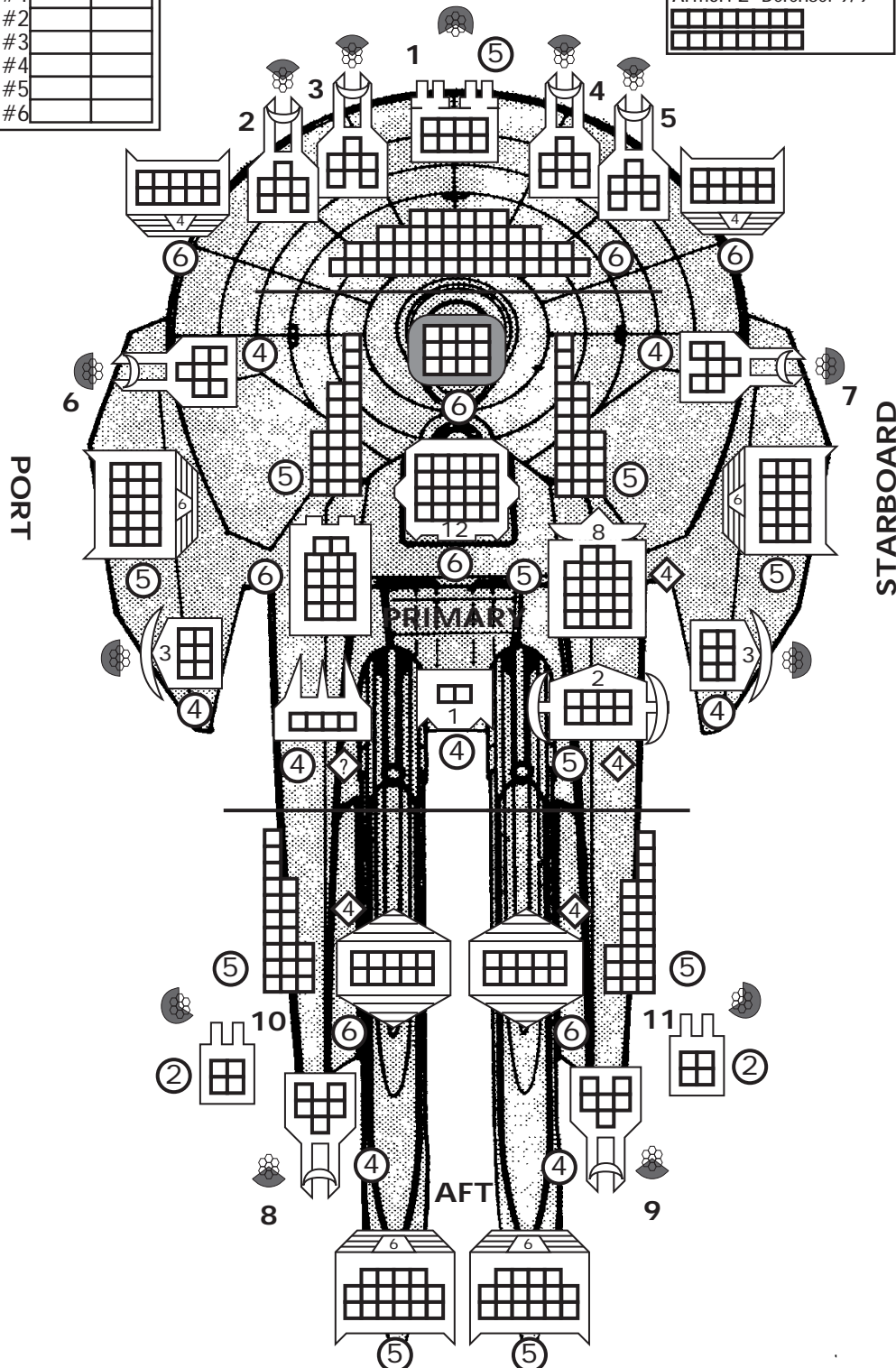
0 Fighters

2 Shuttles: Thrust: 7

Armor: 2 Defense: 9/9



FORWARD



WEAPON DATA

FH-3 Phaser Bank

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 2 per 2 turns

FP-7 Photon Torpedo

Class: Antimatter
Mode: Flash
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Point Def. Grid

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+8
Range Penalty: -3 per hex

Deflector Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

FH-3 = twin Particle Concentrators
Point Def. Grid = Guardian Array

ICON RECOGNITION

- Thruster
- Bridge
- Sensors
- Impulse Engine
- Warp Drive
- Reactor
- Hangar
- Tractor Beam
- Phaser Bank
- Photon Torpedo
- Point Def. Grid
- Shield Generator

P haserBanks: May combine their 2 shots into a single raking shot with a +2 FC bonus. Damage is equal to a single regular shot plus a 2d10 damage bonus.