



Xindi Kqu'hi Corvettes (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2119
Point Value: 90 each
Ramming Factor: 20
Warp Delay: 11 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 8
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Shearing Particle Beam
Class: Particle
Modes: Raking (8)
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

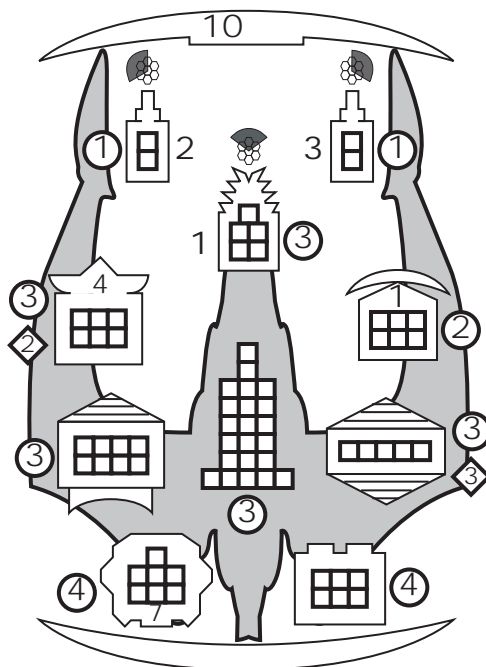
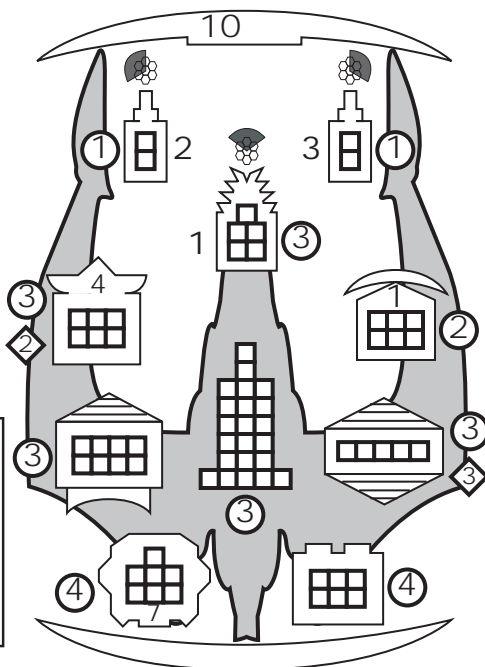
Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HIT LOCATIONS

- 1-8: Structure
- 9-10: Warp Engine
- 11-12: Shearing Part Beam
- 13-14: Light Particle Beam
- 15: Portal Generator
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

SPECIAL NOTES

- Agile Ship
- Antiquated Sensors
- Atmospheric Capable
- No Transporters
- Portal Delay: 6 Turns
- Gravitic Drive System
- Impulse Drive



SENSOR DATA

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

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
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SENSOR DATA

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

ICON RECOGNITION

- Cargo
- Drive
- Portal Generator
- Reactor
- Cargo
- Deflector Shield
- Warp Engine
- Shearing Particle Beam
- Lt Particle Beam