



Xindi Qqu'chi'uch Frigate

SPECS

Class: Medium Ship
In Service: 2135
Point Value: 280
Ramming Factor: 50
Warp Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

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 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

1-4: Shearing Particle Bm
5-6: Deflector Shield
7-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-7: Warp Engine
8-9: Portal Generator
10-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-4: Light Plasma Drill
5-8: Shield Generator
9-11: Sensors
12-13: Hangar
14-16: Engine
17-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Antiquated Sensors
No Transporters
Portal Delay: 4 Turns
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

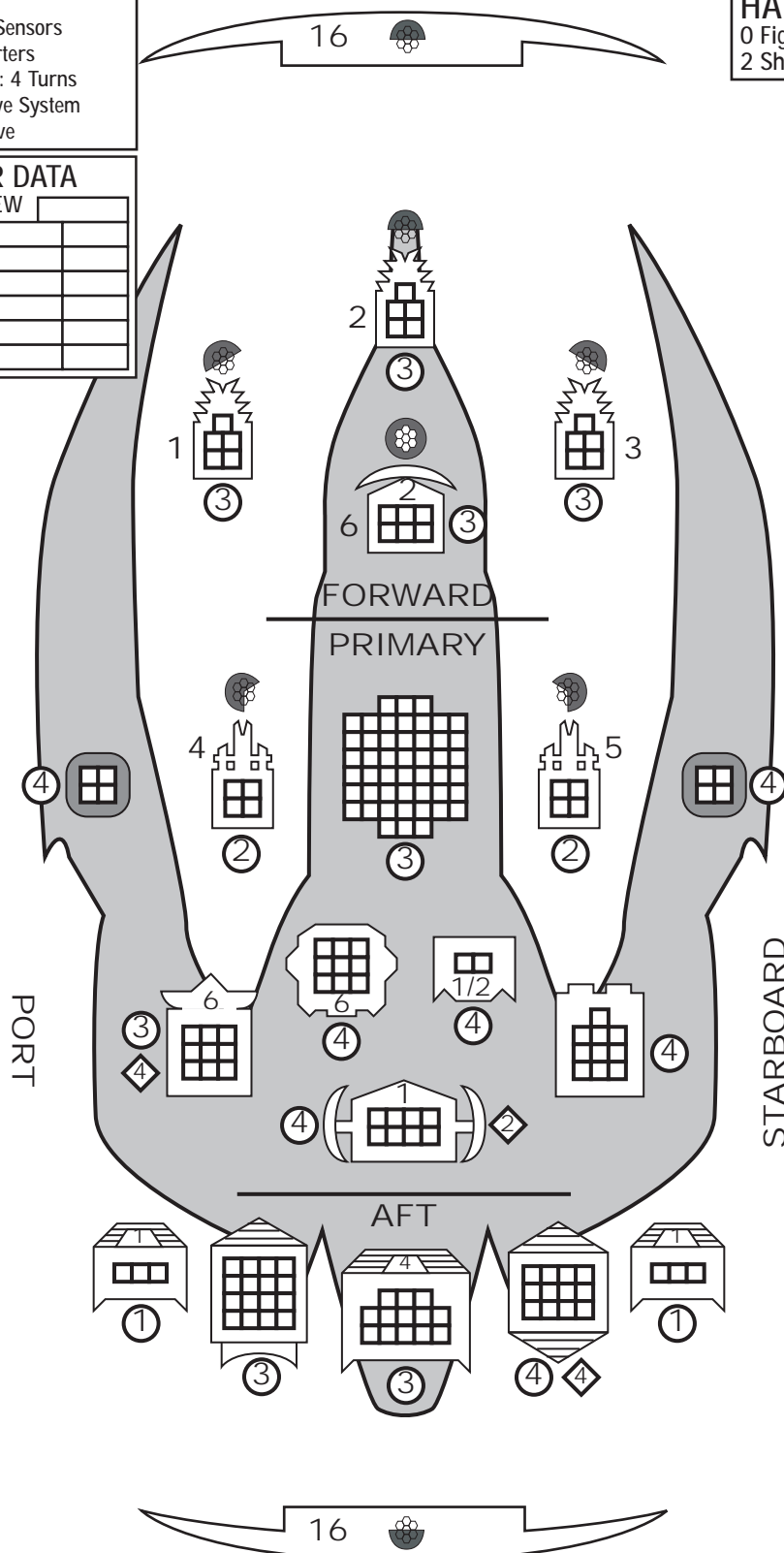
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Portal Generator
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Shearing Particle Beam
- Light Plasma Drill