



Xindi Kuo'zi'qhi Cargo Couriers (4)



SPECS
Class: Lt. Combat Vsl
In Service: 2102
Point Value: 50 each
Ramming Factor: 25
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: 7
Stb/Port Defense: 9
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

WEAPON DATA

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.

HIT LOCATIONS

- 1-7: Structure
- 8-9: Cargo
- 10: Hangar
- 11-12: Warp Engine
- 13-14: Light Plasma Drill
- 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: 9 Turns
- Gravitic Drive System
- Impulse Drive

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

HANGAR

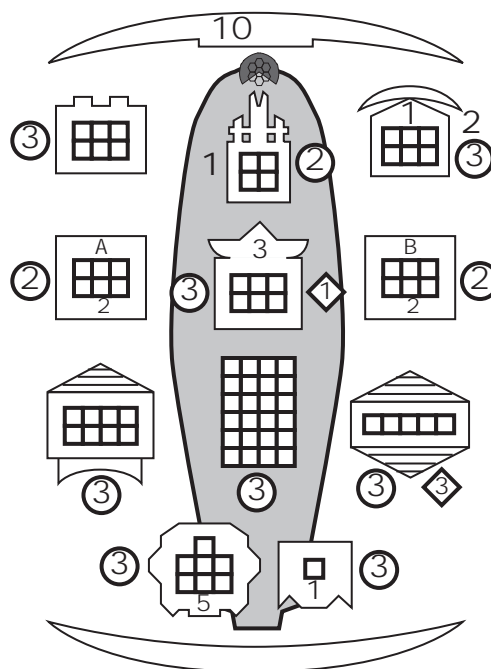
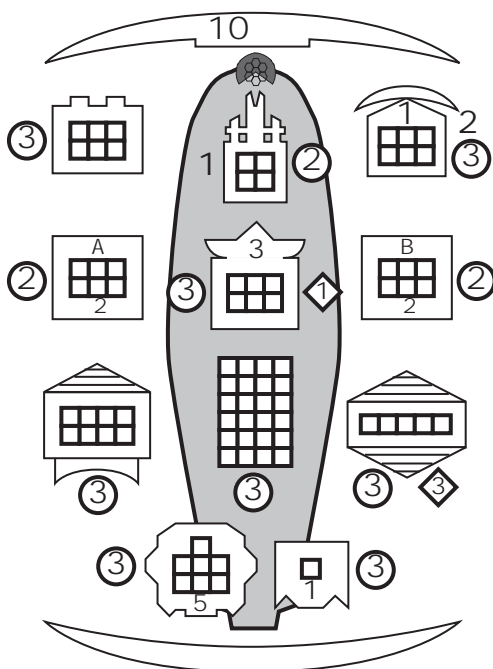
0 Fighter each
1 Shuttle each

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.

SENSOR DATA

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

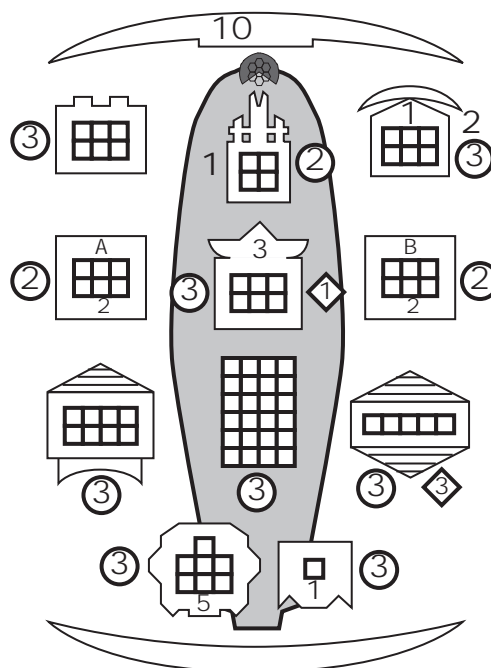
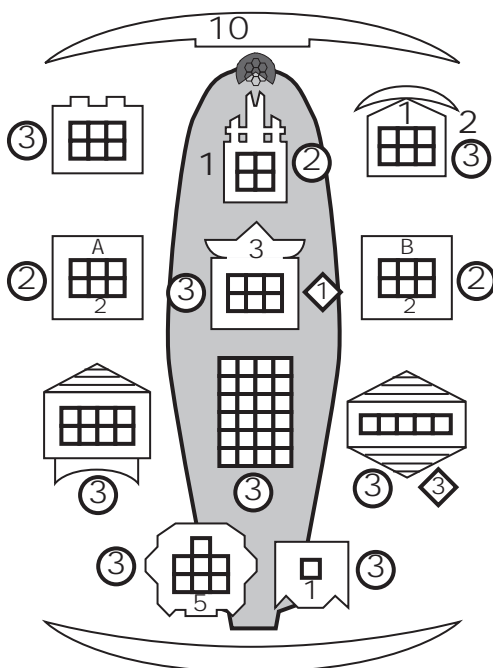


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Target #6	

ICON RECOGNITION

- Cargo
- Drive
- Portal Generator
- Reactor
- Hangar
- Cargo
- Deflector Shield
- Warp Engine
- Light Plasma Drill