



# Xindi Teckur Armed Couriers (4)

**SPECS**  
Class: Lt. Combat Vsl  
In Service: 2136  
Point Value: 78 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**

**Shearing Particle Beam Accelerator**  
Class: Particle  
Modes: Raking (8)  
Damage: 1d10+12  
Range Penalty: -2 per 3 hexes  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: Can fire for an accelerated ROF for less damage, as shown below:  
1 per turn: 1d10+3 (standard)

**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**

- 1-9: Structure
- 10: Hangar
- 11-12: Warp Engine
- 13-14: Shearing Part 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: 8 Turns
- Gravitic Drive System
- Impulse Drive

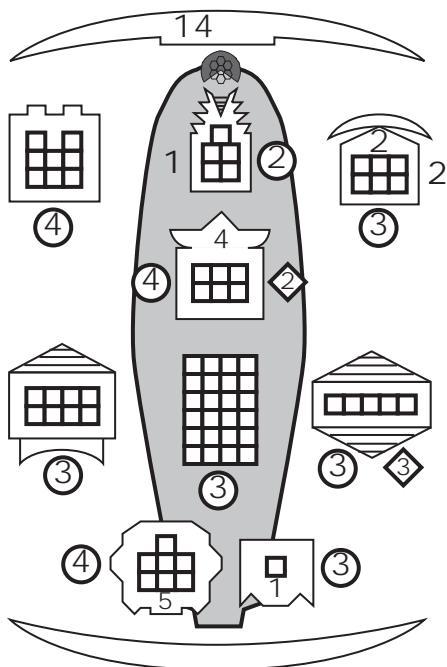
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

**HANGAR**

0 Fighter each  
1 Shuttle each

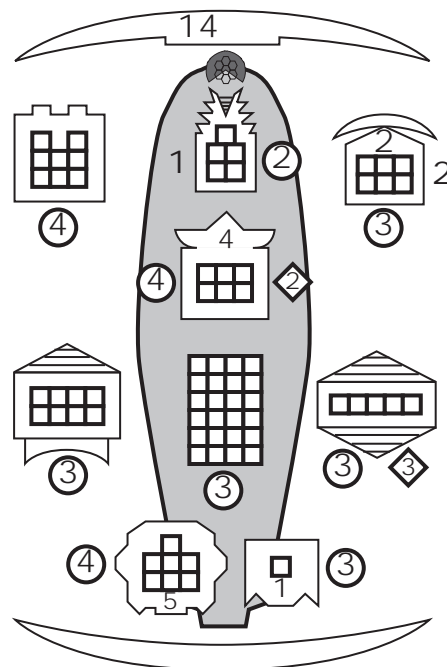
**SENSOR DATA**

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



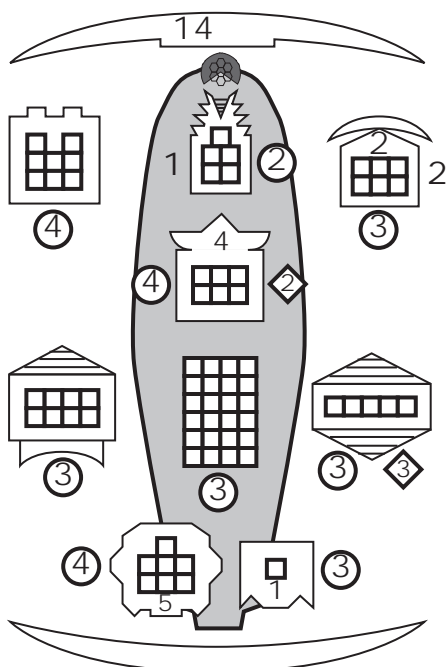
**SENSOR DATA**

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



**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	
Target #4	
Target #5	
Target #6	

**ICON RECOGNITION**

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