

Cargo Container Contents

Cargo Containers are listed from A – H, each of the following 8 upgrades are secretly assigned to a container but this is not revealed until the end of **turn 8**.

The upgrades can be either beneficial or detrimental to your squad and should you win, **all** of them **must** be applied to your squad for mission 3. The player may choose which ship they are applied to.

The upgrades can be applied to ships regardless of what is shown in their action bar.

The points cost of each of these upgrades is to be ignored for squad building purposes.

XIZOR TRANSPORT SYSTEMS
CLASS-A CONTAINER



Upgrades

1) Free Engine Upgrade

When performing a boost action you must use a **speed 2** template



5) Free Heavy Laser Cannon

You do not need to cancel your **starburst** results.



2) Free Veteran Instincts

Increase your pilot skill by 1



6) Veteran Instincts Downgrade

Reduce your pilot skill by 2 to a minimum of 0



3) Free Seismic Charge

When you reveal your maneuver dial you may drop 1 seismic charge token, you **must** use the 2 **starburst** template



7) Free Push the Limit

Once during the **game**, after you perform an action, may perform **2 free actions**, then receive **2 stress tokens** then **discard** this card



4) Free Expert Handling

Action: You may perform a barrel roll action but you **must** use a **speed 2** template



8) Over Exposed 1

Reduce your primary weapon by 1 and **increase** your agility by 1 for the entire game.

