



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

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

**Med. Plasma Cannon**  
 Class: Plasma   
 Modes: Standard  
 Dmg: 3d10+4 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5   
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

Class: Laser  
Modes: Standard  
Damage: 1d10+2  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

1-4: Retro Thrust  
5-6: Med Plasma Cannon  
7-9: Laser Bolt  
10-18: Forward Structure  
19-20: PRIMARY Hit

1-6: Main Thrust  
7-8: Med Plasma Cannon  
9-10: Laser Bolt  
11-18: Aft Structure  
19-20: PRIMARY Hit

1-8: Primary Structure  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C&C

Limited Availability (33%)  
Includes Expert Helmsman

## Defensive EW

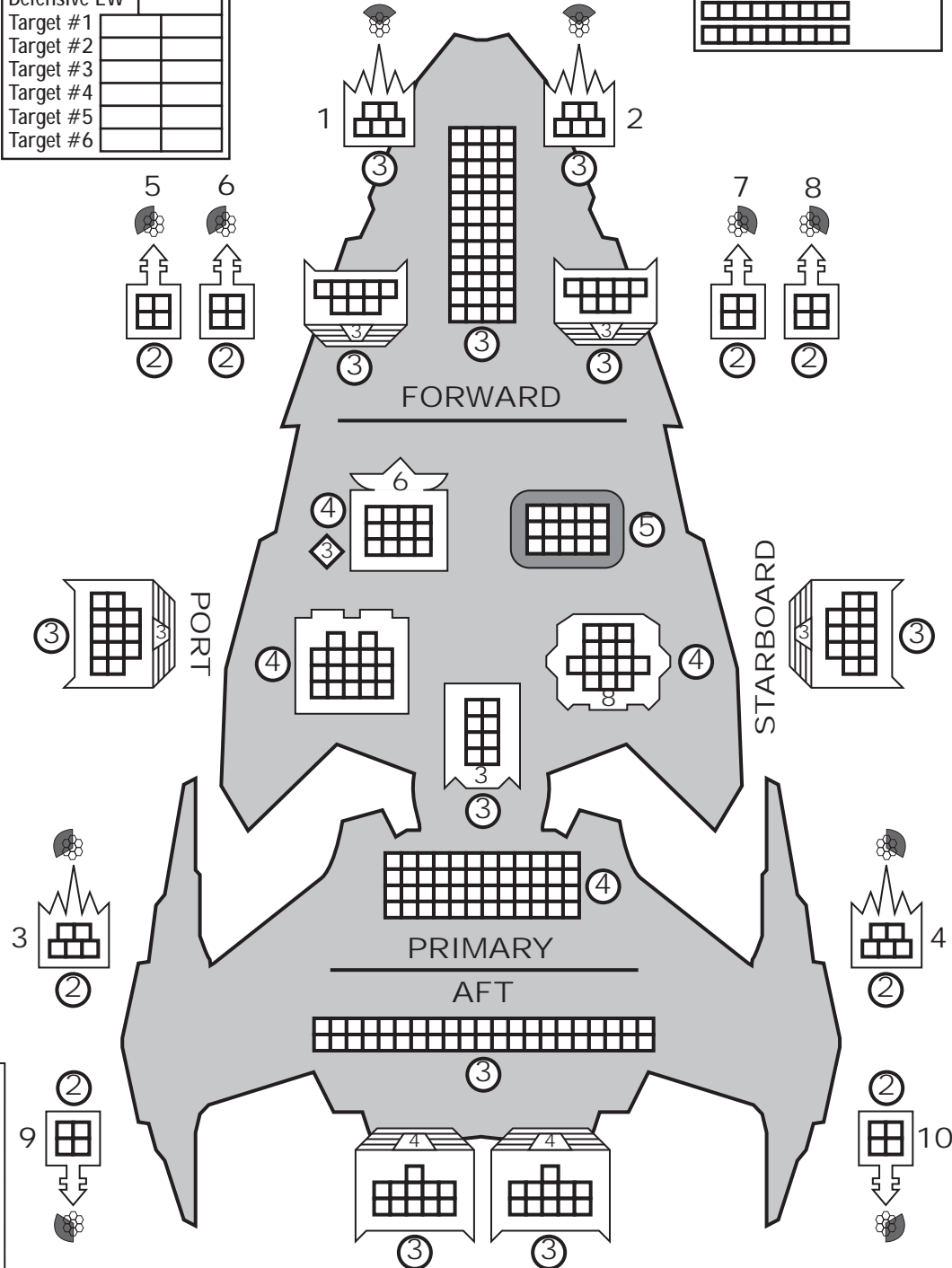
Target #1  
Target #2

Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

6 Light Fighters

2 Shuttles: Thrust: 4

Armor: 2    Defense: 10/10



## ICON RECOGNITION



Thruster



C &amp; C



## Sensors



Engine



Reactor



Hangar



Med Plasma Cannon



## Laser Bolt