



Version 1: 2E/S5

Counter:



SPECS

Speed
Turn Cost
Turn Delay

Turn Cost: $2/3$ Speed
Turn Delay: $1 \times$ Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: $3+3$ Thrust
Roll Cost: $3+3$ Thrust

Fwd/Aft Def: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: +6
Initiative Bonus: +6

Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

1-4: Retro Thrust
5-9: Matter Cannon
10-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

1-4: Main Thrust
5-8: Twin Array
9-18: Aft Struct
19-20: PRIMARY Hit

1-8: Primary Structure
9-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

Minesweeper Bonus +4

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6



PORT

STARBOARD

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Matter Cannon