

## SPECS

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

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 1+0 Thrust

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

Class: Plasma  
Modes: Standard  
Damage: 2d10+10 -1 per hex  
Range Penalty: -2 per hex  
Fire Control: +2/+0/-  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

Class: Plasma  
Modes: Standard  
Damage: 1d3+5 (-1 per hex)  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

1-5: Retro Thrust  
6-10: Plasma Torch  
11-17: Structure  
18-20: PRIMARY Hit

1-6: Main Thrust  
7-8: Hangar  
9-17: Structure  
18-20: PRIMARY Hit

1-9: Port/Stb Thrust  
10-12: Lt Plasma Beam  
13-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C & C

## Atmospheric Capable

## Defensive EW

### Target #6

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