



Fwd/Aft Defense: 15 (11)  
Stb/Port Defense: 19 (15)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

Hvy Interceptor Btt  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Fire Control: -/-/+10  
Range Penalty: -2 per hex  
Note: Can switch modes  
with no delay period

1-8: Primary Structure  
9-10: Vortex Disruptor  
11-12: Jump Drive  
13-14: Sensors  
15-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

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

Mine Dispenser Class: Ballistic Missiles: 25 Range Penalty: N/A Fire Control: N/A Rate of Fire: 1 per turn	 
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The diagram illustrates the layout of the LH-Rack, showing four racks (LH-Rack #2, LH-Rack #3, LH-Rack #4) and their corresponding component positions. Each rack is represented by a grid of squares, with the top row of each rack containing a label. The racks are arranged in a 2x2 grid, with LH-Rack #2 and LH-Rack #3 on the left, and LH-Rack #4 and LH-Rack #5 on the right. The component positions are indicated by the labels in the top row of each rack: LH-Rack #2 (LH-Rack #2, LH-Rack #2, LH-Rack #2, LH-Rack #2), LH-Rack #3 (LH-Rack #3, LH-Rack #3, LH-Rack #3, LH-Rack #3), LH-Rack #4 (LH-Rack #4, LH-Rack #4, LH-Rack #4, LH-Rack #4), and LH-Rack #5 (LH-Rack #5, LH-Rack #5, LH-Rack #5, LH-Rack #5).

Mine Dispenser #2

Mine Dispenser #3

Mine Dispenser #4