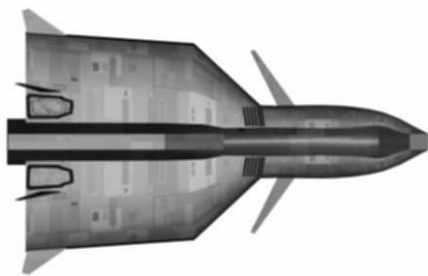


2ND EDITION



COMBAT STATS

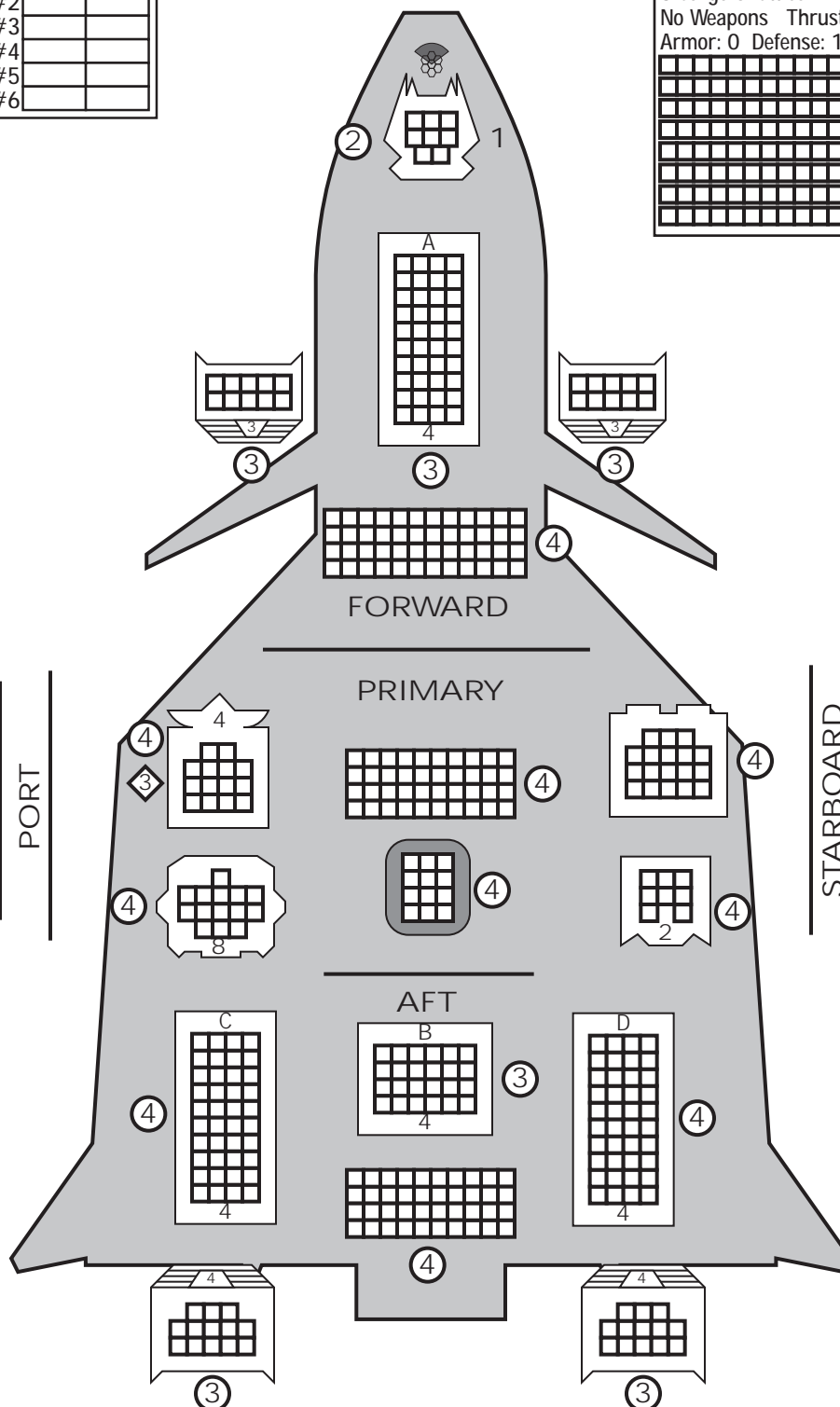
Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

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

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

1-9: Primary Structure
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

Target #6

[illegible]

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Scattergun