

1-6: <input type="checkbox"/>	Primary Structure
7-8: <input type="checkbox"/>	Side Thruster
9-10: <input type="checkbox"/>	Retro Thruster
11: <input type="checkbox"/>	Slipstream
12-13: <input type="checkbox"/>	Sensors
14-15: <input type="checkbox"/>	Engine
16: <input type="checkbox"/>	Hangar <input type="checkbox"/>
17: <input type="checkbox"/>	Self Repair
18-19: <input type="checkbox"/>	Reactor
20: <input type="checkbox"/>	C & C

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

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Light Plasma Burster  
Class: Plasma  
Mode: Flash  
Damage: 1d10+4-1/2hexes  
Range Penalty: -2 / hex  
Fire Control: +1/+2/+4  
Intercept Rating: none  
Rate of Fire: 1 per turn

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

Gravitic Drive  
Cold Plasma Armor  
On Forward Section Only

