

[illegible]

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	1	2	2	2	3	3	3	4	4	4

Twin Array
 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

1-5: Main Thrust
6-9: Jump Drive
10-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Structure
8-10: Port/Strb Thrust
11-12: Sensor
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

0 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 9/10

