





WEAPON DATA

Ionic Pulse Cannon
 Class: Ion 
 Modes: Standard
 Damage: 10d4 times(max 4)
 Grouping Bonus: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -1
 Rate of Fire: 1 per turn 

Tachyon Cannon
Class: Particle
Modes: Standard
Damage: 1d10+9
Fire Control: +3/+3/+3
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 1 per turn

Mass Driver Turret
Class: Matter (Apply Armor)
Modes: Standard
Damage: 1d10+5
Fire Control: +2/+2/+3
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 1 per turn

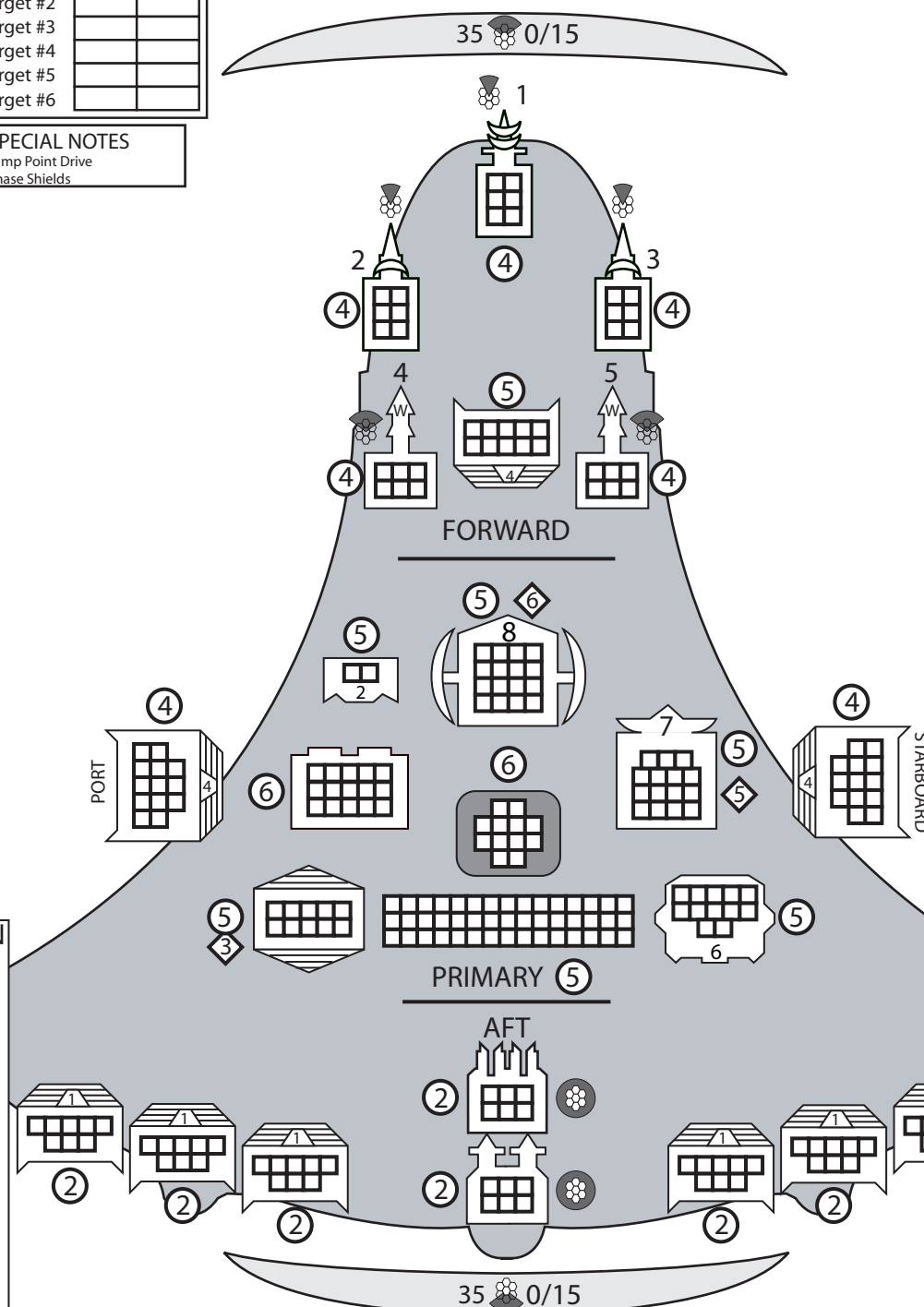
Laser Turret
Class: Laser
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +4/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per turn

Class W Missile Rack
Class: Ballistic
Missiles: 6
Range Penalty: None
Fire Control: +0/+0/+2
Rate of Fire: 1 per turn
(IR,HS,FF,DF Missiles Only)














SENSOR DATA

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

SPECIAL NOTES
 Jump Point Drive
 Phase Shields



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Drive
	Reactor
	Hanger
	Shield Generator
	Ionic Pulse
	Tachyon Cannon
	Class W-Rack
	Laser Turret
	Mass Driver T.

Magazine Status

#1 [] [] [] [] [] []
#2 [] [] [] [] [] []

HANGER
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10