# Outfits

■ empty ■ arm □ n/a ■ empty and can hang off outside of the ship

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cost | D# | Engines | Shields | Blasters | Missiles |
| 1 | 6 | ■■ □■  M-22 | ■■■   Targe | ■■ □■  Nock |  |
| 2 | 8 | ■■□ □■■   Halon | ■■■ □■□   Zulu-II | ■■ □■ □■  Saker V | ■■■■  IRIS-J7 |
| 3 | 12 | ■■■ □■■  Raptor-K | □■□ ■■■ □■□ Bastion | ■■■ □□■ □□■ Basilisk | ■■■■■   Hunter |
| 3 | 20 |  |  |  | ■■■■■■ Tsurugi |

## Mods (Embers of a Forsaken Star)

|  |  |  |  |
| --- | --- | --- | --- |
| Cost | Type | Configuration | Placement Rules |
| 1 | Armor Plating | ■■■ □■□ | ■ on Cargo and ■ hanging off ship |
| 1 | Cargo Pod | ■■■ □■□ | ■ on Cargo and ■ hanging off ship |
| 1 | Enviro-Shield +2 | ■ | On ■ of an existing Shields outfit |
| 1 | M-Comp (Missions +2) | ■ | Any Cargo |
| 1 | GTS (Engine +2) | ■ | Orthogonally adjacent to Engines outfit(s) |
| 1 | Piercer (Armor -4) | ■ | On ■ of an existing Missiles outfit |