










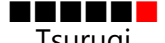








OUTFITS

■ 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