


2ND EDITION

WEAPON DATA

Combat Lance 

Class: Laser

Mode: Sustained / Piercing

Damage: 5d10+30


Range Penalty: -1 per 4 hexes

Fire Control: +4/+3/-5

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Can fire as two Combat lasers at the same or different targets

Adv.Quad Array 
 Class: Particle
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +4/+5/+6
 Intercept Rating: -2
 Rate of Fire: 4 per turn
 Special: Will not overheat 

Imp Particle Impeder
Intercept Rating: -4
Rate of Fire: 2 per turn
OFFENSIVE MODE:
Not Available

Imp.Laser Cutter
 Class: Laser
 Modes: Raking (8)
 Damage: 4d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+4/+5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Can rake flights of fighters if any hits are repeated with the same shot ignore armor

Combat Laser
Class: Laser
Mode: Piercing
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode

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

HANGAR
 12 Fighters
 4 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10

