

WEAPON DATA

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Del ay	1	2	2	3	4	4	5	6	6	7	8	8

Light Tactical Laser

Class: Laser
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Intercept Rating: -2 or -4
Rate of Fire: 1 per turn

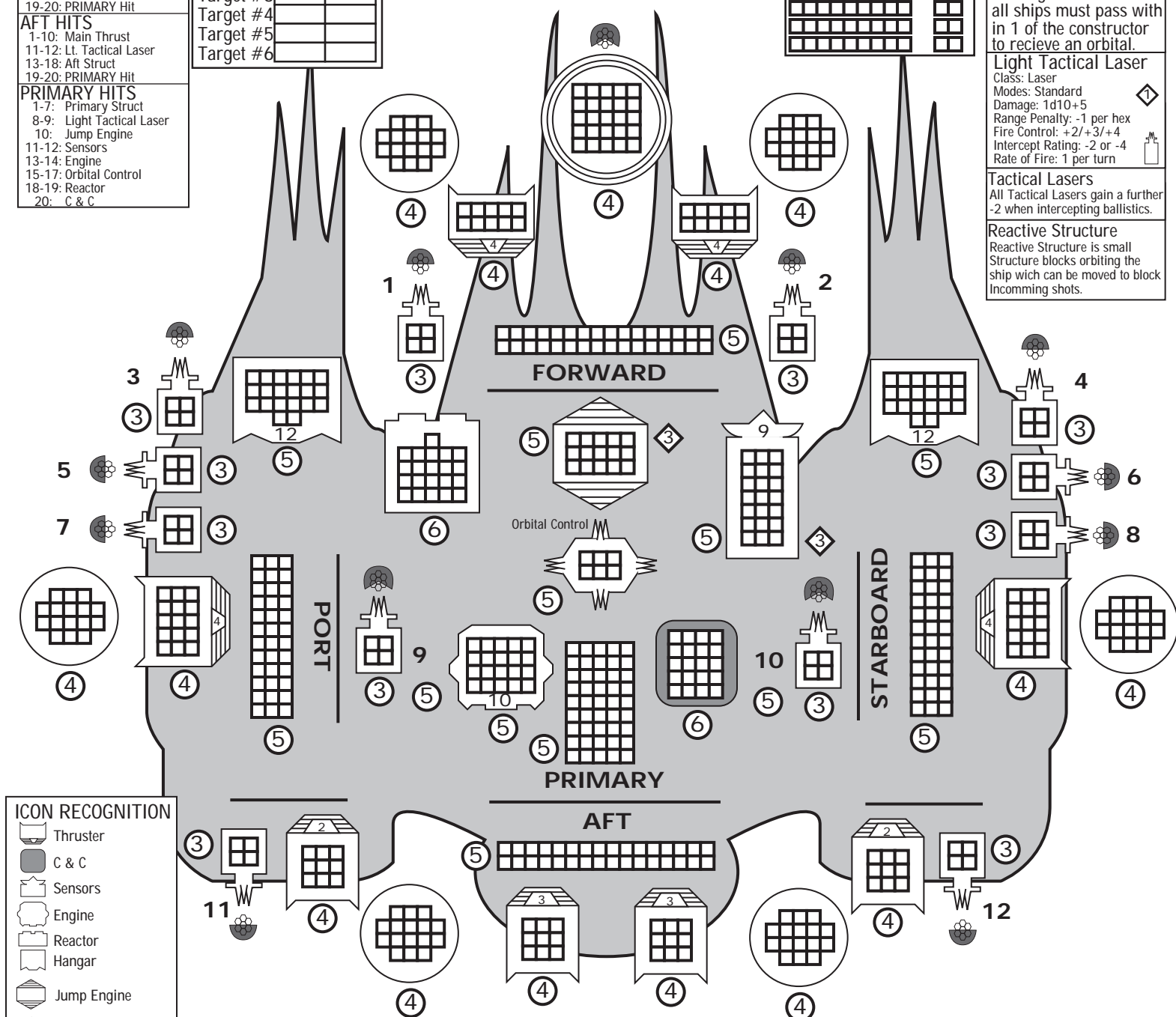
Tactical Lasers
All Tactical Lasers gain a further
-2 when intercepting ballistics.

<p>Reactive Structure Reactive Structure is small Structure blocks orbiting the ship wich can be moved to block Incomming shots.</p>

- 1-7: Primary Struct
- 8-9: Light Tactical Laser
- 10: Jump Engine
- 11-12: Sensors
- 13-14: Engine
- 15-17: Orbital Control
- 18-19: Reactor
- 20: C & C

Target #6

18 Fighters each
2 Shuttles each: Thrust: 6
Armor: 2/1 Defense: 8/11

 Orbital Constructor Orbital Construction