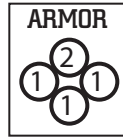


Ionizer
 Number of Guns: 2 (Linked)
 Class: Ionic (laser)
 Damage: 2d3+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



Also has one ionizer tail gun, using the above stats. Unlinked. Uses the reverse weapon arc. Can fire on the same turn as forward ionizers at a -2 penalty.

Notes