







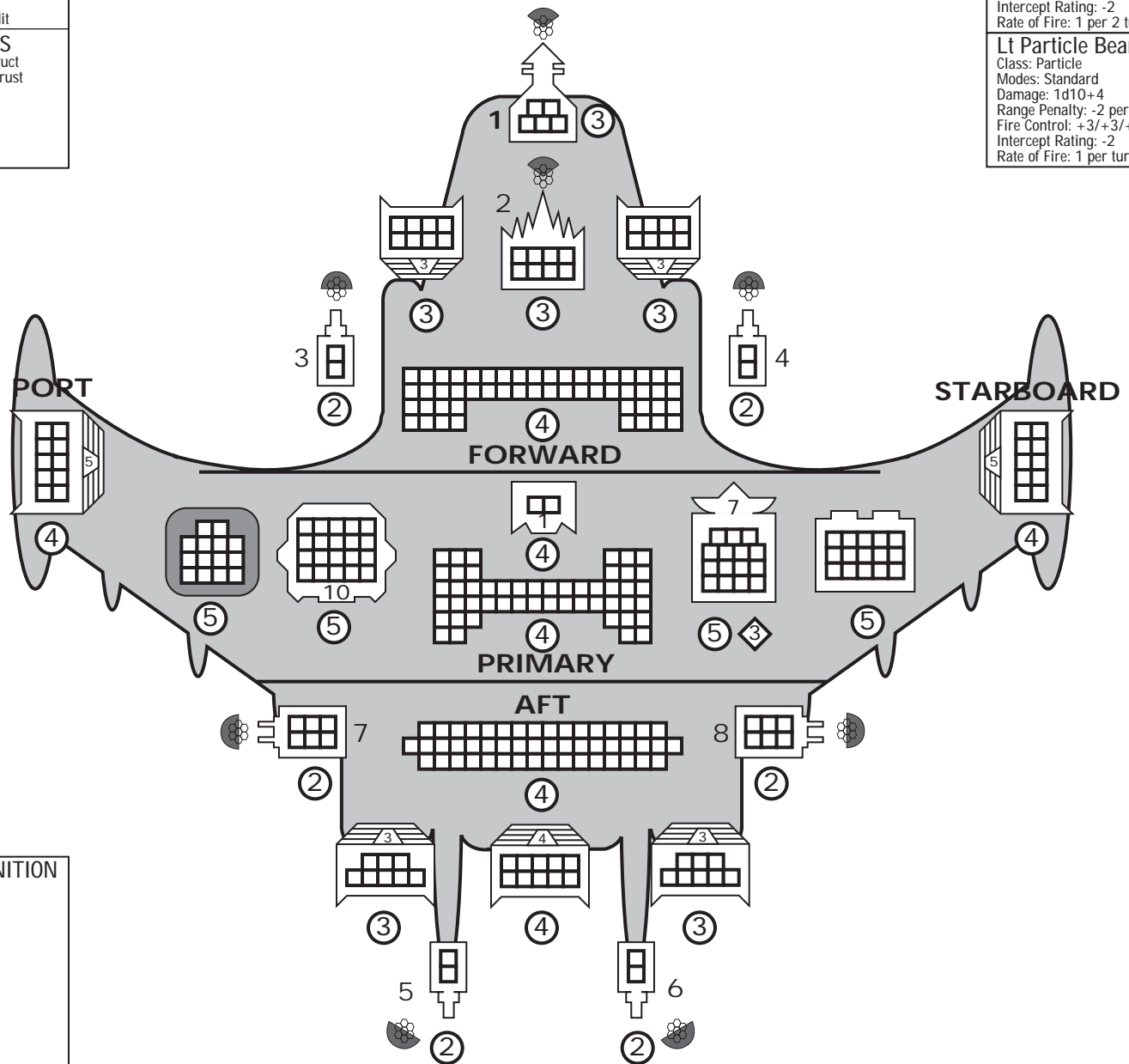


WEAPON DATA	
<b>Tactical Laser</b> Class: Laser Modes: Raking Damage: 2d10+8 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	 
<b>Heavy Plasma Cannon</b> Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Interception Rating: n/a Rate of Fire: 1 per 3 turns	 
<b>Particle Projector</b> Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +2/+2/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns	 
<b>Lt Particle Beam</b> Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	 

1-6: Retro Thrust  
7-8: Hvy Plasma Cannon  
9: Tactical Laser  
10: Lt Particle Beam  
11-18: Forward Struct  
19-20: PRIMARY Hit

1-6: Main Thrust  
7-8: Particle Projector  
9-10: Lt Particle Beam  
11-18: Aft Struct  
19-20: PRIMARY Hit

1-9: Primary Struct  
10-12: Port/Stb Thrust  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tactical Laser
- Hvy Plasma Cannon
- Particle Projector
- Lt Particle Beam