

WEAPON DATA

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

[illegible]

PRIMARY HITS
1-8:Port/Stb Thrust
9-12:Sensors
13-15:Engine
16:Hangar
17-19:Reactor
20:C & C

Agile Ship

SENSOR DATA

Defensive EW [

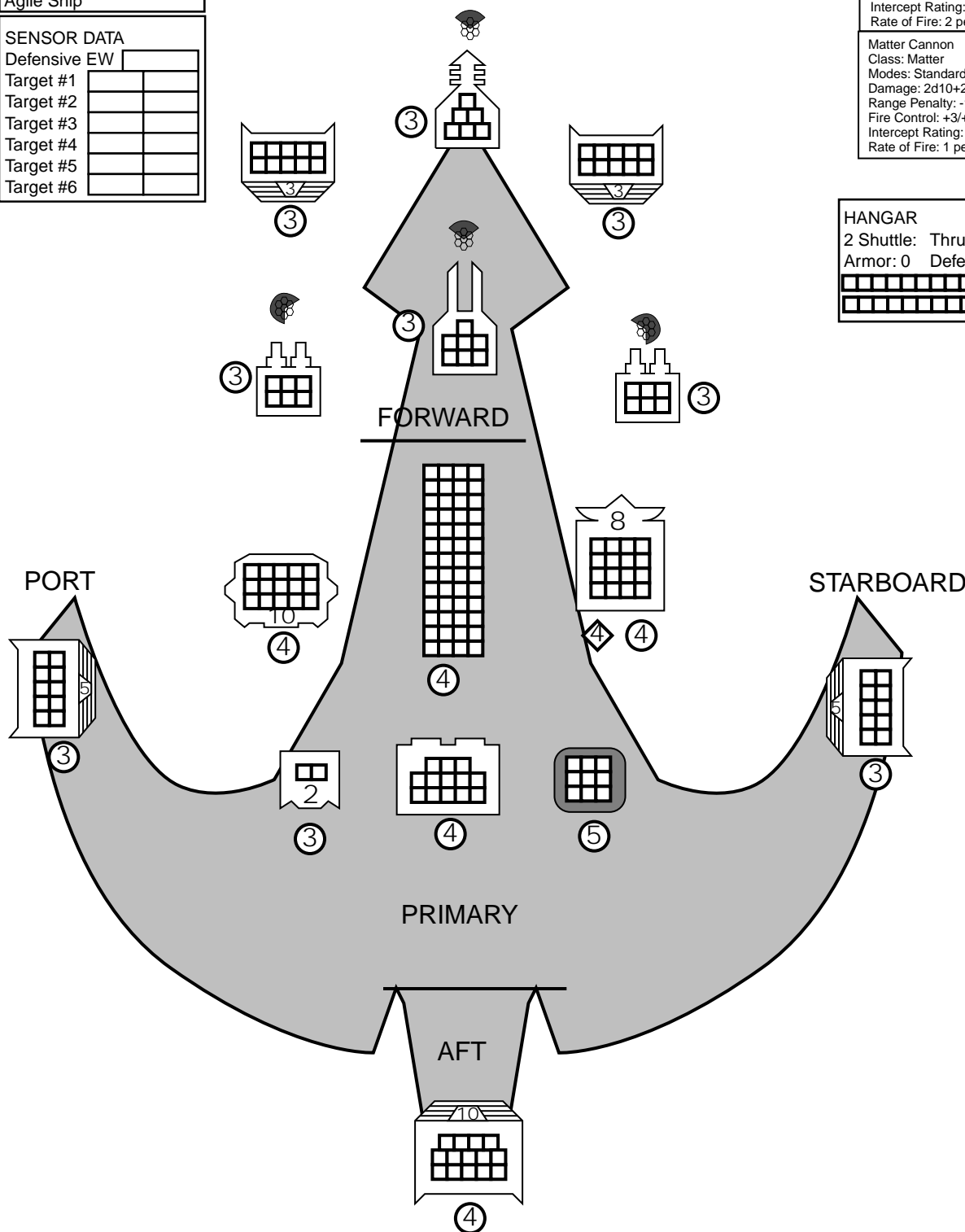
Target #1	
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Target #2	
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target #3	
target #4	

Target #4	
Target #5	

Target #5	
Target #6	



ICON RECOGNITION



Thruster



C & C



Sensors



Engine



Jump Engine



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Reactor



Hangar



Battle Laser



Matter Cannon



Twin Array