











2ND EDITION

WEAPON DATA	
<p>Huge Laser Cannon</p> <p>Class: Laser</p> <p>Modes: R, S</p> <p>Damage: 5d10+34</p> <p>Range Penalty: -1 per 3 hexes</p> <p>Fire Control: +4/-1/-6</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 5 turns</p>	 
<p>Heavy Laser Cannon</p> <p>Class: Laser</p> <p>Modes: R, S</p> <p>Damage: 4d10+20</p> <p>Range Penalty: -1 per 3 hexes</p> <p>Fire Control: +3/+2/-4</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 4 turns</p>	 
<p>Energy Mine</p> <p>Class: Ballistic</p> <p>Mode: Flash</p> <p>Damage: 30/10</p> <p>Range Penalty: None</p> <p>Max Range: 50 hexes</p> <p>Fire Control: n/a</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 2 turns</p> <p>Special: Targeted on a hex, not a unit, Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.</p>	 
<p>Ion Torpedo</p> <p>Class: Ballistic</p> <p>Mode: Standard</p> <p>Damage: 15</p> <p>Range Penalty: None</p> <p>Max Range: 50 hexes</p> <p>Fire Control: +3/+1/-4</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 2 turns</p>	 
<p>Twin Array</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+4</p> <p>Range Penalty: -2 per hex</p> <p>Fire Control: +4/+5/+6</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 2 per turn</p>	 

SPECIAL NOTES	
Restricted Deployment (10%)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

- Energy Mine
- Twin Array
- Hvy Laser Cannon

