



Long Lance



Long Lance
 Class: Laser
 Modes: Raking
 Damage: 2d10+10
 Range Pen: -1 per 2 hexes
 Fire Control: +4/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Note: *Ignores armor except advanced. See rules.*



Battle Lance



Battle Lance
 Class: Laser
 Modes: Raking
 Damage: 2d10+10
 Range Pen: -1 per 2 hexes
 Fire Control: +4/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Note: *Ignores armor except advanced. See rules.*



Tactical Lance



Tactical Lance
 Class: Laser
 Modes: Raking
 Damage: 2d10+10
 Range Pen: -1 per 2 hexes
 Fire Control: +4/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Note: *Ignores armor except advanced. See rules.*



Torpedo Tube



Torpedo Tube
 Class: Ballistic
 Mode: Standard
 Damage: 30
 Torpedoes: 1
 Range Penalty: None
 Speed: 12 hexes
 Fire Control: +4/+2/n/a
 Rate of Fire: 1 per 3 turns



Plasma Projector Battery



Plasma Projector Battery



Plasma Projector Battery



Graviton Pulsar Battery
 Class: Particle
 Modes: Standard
 Dmg: 2d10+2
 Range Pen: -1 per 4 hexes
 Fire Control: +3/+1/-6
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns

Plasma Projector Battery
 Class: Particle
 Modes: Standard
 Dmg: 2d10+2
 Range Pen: -1 per 3 hexes
 Fire Control: +3/+1/-6
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns

Fusion Beamer Battery
 Class: Particle
 Modes: Standard
 Dmg: 2d10+2
 Range Pen: -1 per 2 hexes
 Fire Control: +3/+1/-6
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns



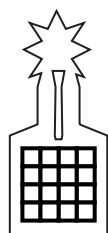
Defense Turret



Defense Turret
 Intercept Rating: -4
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+8
 Fire Control: --/--/+8
 Range Penalty: -2 per hex



Nova Cannon



Nova Cannon
 Class: Ballistic
 Mode: Flash
 Damage: 12d10/4d10
 Range Penalty: None
 Max Range: 100 hexes
 Min Range: 15 hexes
 Fire Control: n/a
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 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.*