





WEAPON DATA

Lance Turret
 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.

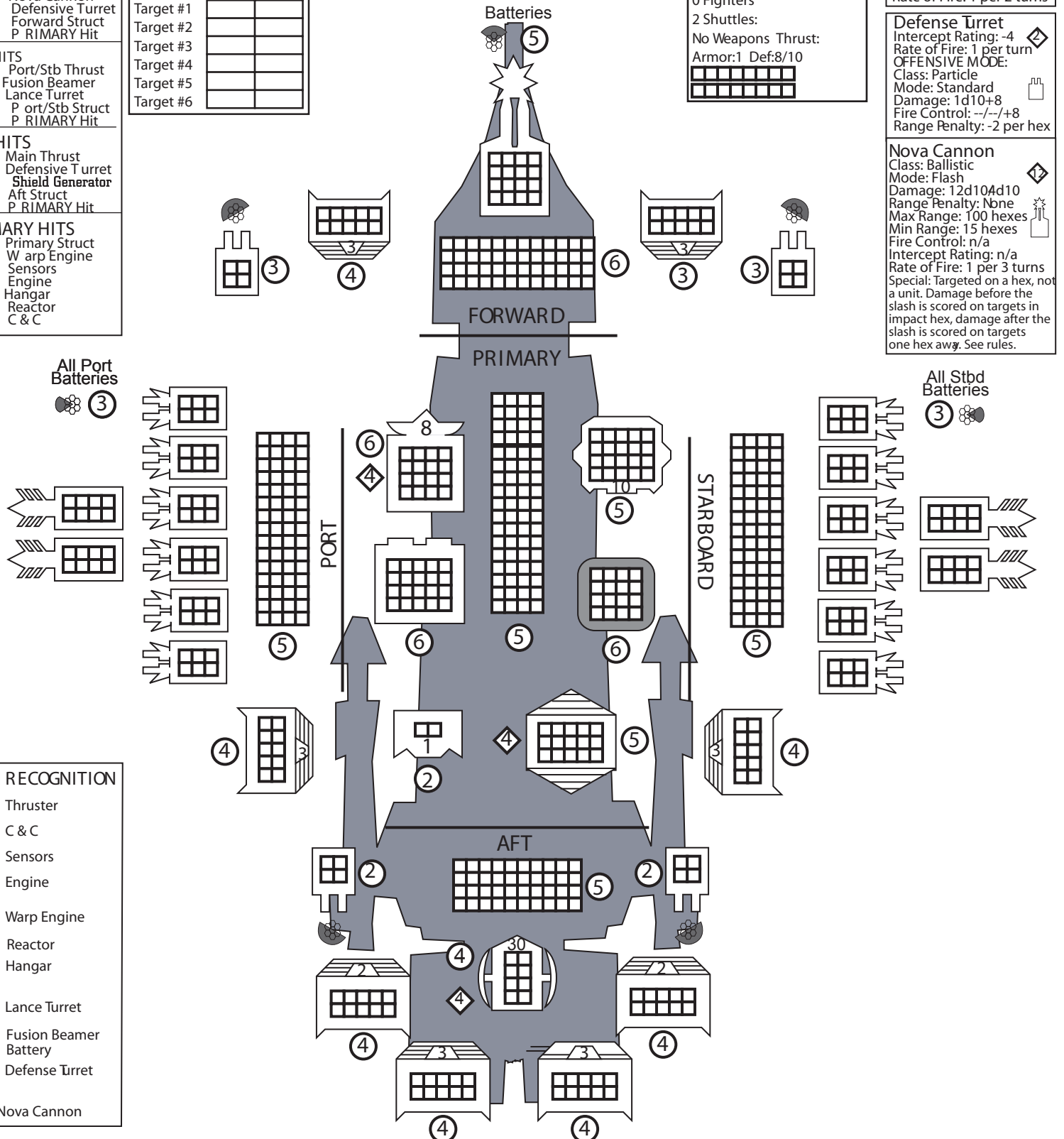
Fusion Beamer
Battery  
 Class: Particle
 Modes: Standard
 Dmg: 2d10+2
 Range Pen: -1 per 2 hexes
 Fire Control: +3/+1/-6
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns

Defense Turret
 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
 Class: Ballistic
 Mode: Flash 
 Damage: 12d10Ad10
 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.

PRIMARY HITS
 1-8: Primary Structure
 9-11: Warp Engine
 12-13: Sensors
 14-15: Engine
 16: Hangar
 17-18: Reactor
 19-20: C & C

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Nova Cannon