



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.



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



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.



Plasma Projector Battery



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



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.



Plasma Projector Battery



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



Pulsar Lance



Pulsar Lance
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 7
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hex
 Fire Control: +6/+4/-2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



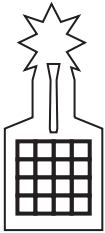
Adv Fusion Projector Battery



Adv Fusion Projector Battery
 Class: Particle
 Modes: Standard
 Dmg: 2d10+6
 Range Pen: -1 per 2hexes
 Fire Control: +5/+3/-2
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns



Nova Cannon



Nova Cannon
 Class: Ballistic
 Mode: Flash
 Damage: 12d10d10
 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.



Adv Torp Tube



Adv Torpedo Tube
 Class: Ballistic
 Mode: Standard
 Damage: 30
 Torpedoes: 1
 Range Penalty: None
 Speed: 18 hexes
 Fire Control: +6/+4/+2
 Rate of Fire: 1 per 3 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



Holofield Projector



Holofield Projector
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.