












WEAPON DATA	
Heavy Laser Cannon	
Class: Laser	
Modes: Raking	6
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	1
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Medium Laser Cannon	
Class: Laser	
Modes: Raking	5
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	1
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Reaper Cannon	
Class: Particle+Plasma	
Modes: Standard	7
Dmg: 2d10+15 (-1 per 2 hexes)	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+0	1
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
Blast Xaser Mk-III	
Class: Laser	
Modes: Standard	2
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +0/+0/+4	
Int Rating: -1 (-4 vs. ballistics)	
Rate of Fire: 1 per turn	

SPECIAL NOTES	
Limited Availability (33%)	
Gravitic Drive System	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Heavy Laser
	Medium Laser
	Reaper Cannon
	Blast Xaser

