

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per hex)
Range Penalty: -3 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

1-10: Primary Structure
11-12: Sensors
13-16: Engine
17: Hanger
18-19: Reactor
20: C&C

Target #6

[illegible]

1. Replace Hvy Laser Cutters 1 and 2 with Medium Lasers 1 and 2.
2. Replace Hvy Plasma guns 3 and 4 with Med Plasma Cannons 3 and 4.

1. Replace Lt Particl Beams 78,9,13, and 14 with Imp Particle Beams 78,9,10,13, and 14. No changes to the armor.