

WEAPON DATA

Plasma Accelerator

Class: Plasma

Mode: Standard

Damage: 4d10+12 (-1 per hex)

Range Penalty: -1 per hex

Fire Control: +3/+1/-4


Intercept Rating: n/a



Rate of Fire: 1 per 3 turns



Special: Can fire at an accelerated ROF for less damage, as shown below:

1 per turn: 1d10+4 -1/hex

2 per 2 turns: 2d10+8 -1/hex

Med. Plasma Cannon 
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

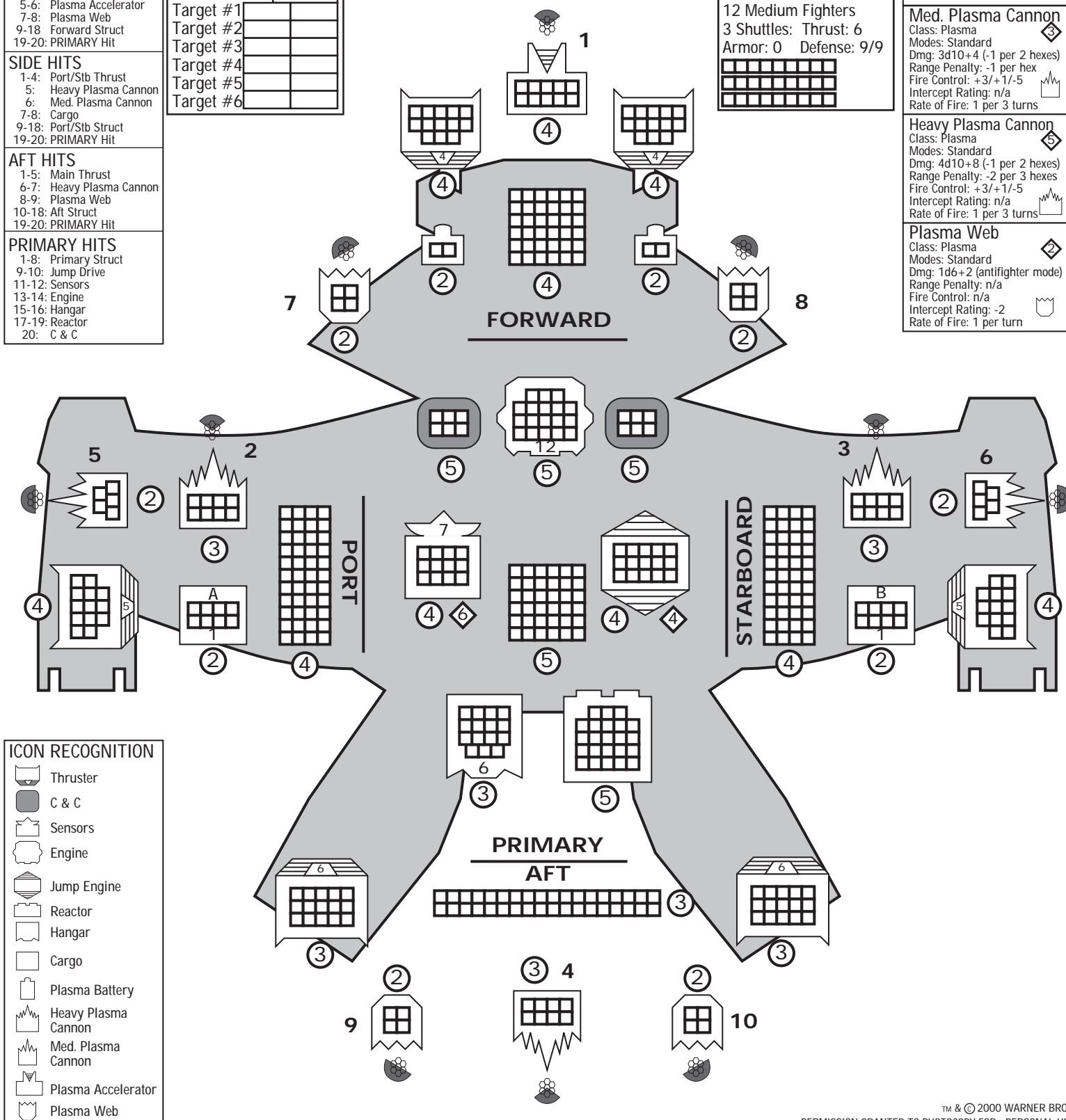
Heavy Plasma Cannon
 Class: Plasma 
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns 

Plasma Web
 Class: Plasma 
 Modes: Standard
 Dmg: 1d6+2 (antifighter mode)
 Range Penalty: n/a
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per turn 














PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Jump Drive
- 11-12: Sensors
- 13-14: Engine
- 15-16: Hangar
- 17-19: Reactor
- 20: C & C

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
	Cargo
	Plasma Battery
	Heavy Plasma Cannon
	Med. Plasma Cannon
	Plasma Accelerator
	Plasma Web