






Imperial Laser		
Mode:		Raking
Damage:		4D10+8
Range:		-1 / 3 Hexes
Fire Control:		+3/ +2/-5
Intercept:		N/A
Rate of Fire:		1 per 4 Turns

Energy Pulsar		
Mode:	Standard	
Damage:	10 d2 Times	
Maximum Pulses:	3	
Grouping Range:	+1 / 5	
Range:	-1 / Hex	
Fire Control:	+3/ +2/ +1	
Intercept Rating:	-1	
Rate of Fire:	1 per 2 Turns	

Scatter Pulsar		
Mode:	Standard	
Damage:	6 d5 Times	
Maximum Pulses:	6	
Grouping Range:	+1 / 5	
Range:	-2 / Hex	
Fire Control:	+1/ +2/ +3	
Intercept Rating:	-2	
Rate of Fire:	1 per Turn	

PRIMARY	
1-6	Structure
7	Cargo
8-10	Sensor
11	Hanger
12-13	Jump Drive
14-15	Engine
16-18	Reactor
19-20	C&C

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

[illegible]