

Stinger Phaser
Number of Guns: 2 (Linked)
Class: Molecular
Damage: 2d5
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn



5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Limited Availability (33%)
Can fire light and heavy weapons on same turn.
Not Warp capable.

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