

Optional Weapons Mounts for Stria Vessels. All Weapons may be mounted in both wing and nose mounts unless otherwise indicated. The power signature must even out. the HCV vessel Begins with +18 power before weapons are mounted. The capital ship begins with +30 power before weapon mounts.

Arcs



The following weapons have the above arcs when placed in the wing mounts. See rules

Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Int. Rating: -1 (ballistic only)
Rate of Fire: 1 per turn



Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns



Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Rating: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns



Flak Cannon
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Flash
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: --/--/+4



Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Light Railgun
Class: Matter
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Grappling Claw
Attaches the Sloop
to the target vessel
so boarding parties can
be deposited.



Light Blast Cannon
Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Rating: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn



Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

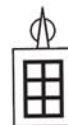


Arcs



The following weapons have the above arcs when placed in the wing mounts. See rules

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn



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



Solar Cannon
Class: Particle
Modes: Standard
Damage: 1d5+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Damage scored is repeated on the structure



Particle Cutter
Class: Particle
Modes: Sustained
Damage: 2d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode



Interceptor Mk-1
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex



Dual Uni-pulse Cannon
Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +6/+5/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Note: Fires twice per turn at same target either defensively or offensively



Particle Repeater
Class: Particle
Modes: Standard
Damage: 2d10
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn



Arcs



The following weapons have the above arcs when placed in the wing mounts. See rules

Imperial Laser
Class: Laser
Modes: Racking
Damage: 4d10+8
Fire Control: +2/+1/-5
Intercept Rating: n/a
Range Penalty: -1 per 3 hexes
Rate of Fire: 1 per 4 turns



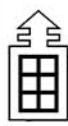
Tactical Laser
Class: Laser
Modes: Racking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Grav Cannon
Class: Gravitic
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per turn



Assault Laser
Class: Laser
Modes: Racking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Arcs



The following weapons have the above arcs when placed in the wing mounts. See rules

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns



Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns



Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

