




The following optional weapons which may be mounted on Stria ships. Unless otherwise noted all weapons may be mounted in both the nose and wing mounts. all weapons have  arc when placed in nose mounts.

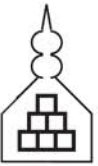
Arcs 

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

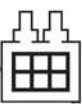
Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn




Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



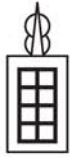
Twin Array
 Class: Particle
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +4/+5/+6
 Intercept Rating: -2
 Rate of Fire: 2 per turn




Scatter Pulsar
 Class: Particle
 Mode: Pulse
 Damage: 6 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn




Medium Bolter
 Class: Pulse
 Mode: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turn




Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn




Lt Particle Cannon
 Class: Particle
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +4/+2/+0
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns




Light Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 8 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn



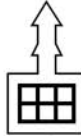
Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



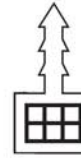
Arcs 

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

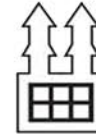
Class-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns



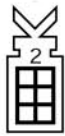
Class-L Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None (+10)
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns




Class-R Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

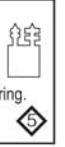


Targeting Array
 Maximum Range: 15
 Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting arrays are used on same target. Cannot be used on fighters or smaller units.




These are nose mounted weapons only. **Arcs** 


Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.




Spinal Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 12 1d6 times
 Maximum Pulses: 6
 Grouping Rating: +1 per 5
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+4/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns




Heavy Railgun
 Class: Matter
 Modes: Standard
 Damage: 5d10+7
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns




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




Plasma Torch
 Class: Plasma
 Modes: Standard
 Damage: 2d10+10 -1 per hex
 Range Penalty: -2 per hex
 Fire Control: +2/+0/-
 Intercept Rating: n/a
 Rate of Fire: 1 per turn




Arcs 

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


Light Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 2d10+7
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns




Medium Laser Cannon
 Class: Laser
 Mode: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns




Strike Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns




Lt Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 2d10+2
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-1
 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 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



Particle Cannon
 Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns



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

