











WEAPON DATA	
Plasma Burst	
Class: Plasma	
Modes: Flash	
Dmg: 2d10 (-1 per hex)	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Chemical Laser	
Class: Laser	
Modes: Raking (8)	
Damage: 3d10+8	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Light Gauss Cannon	
Class: Matter	
Modes: Standard	
Damage: 1d10+3	
Range Penalty: -1 per hex	
Fire Control: +1/+2/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Rocket Launcher	
Class: Ballistic	
Modes: Standard	
Damage: 2d6+2	
Range Penalty: n/a	
Max Range: 15 hexes	
Fire Control: +1/+1/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	

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