

WEAPON DATA

**Improved Gatling Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 2d6+2  
 Range Penalty: -2 per hex  
 Fire Control: +3/+4/+6  
 Int. Rating: -1 (ballistic only)  
 Rate of Fire: 2 per turn

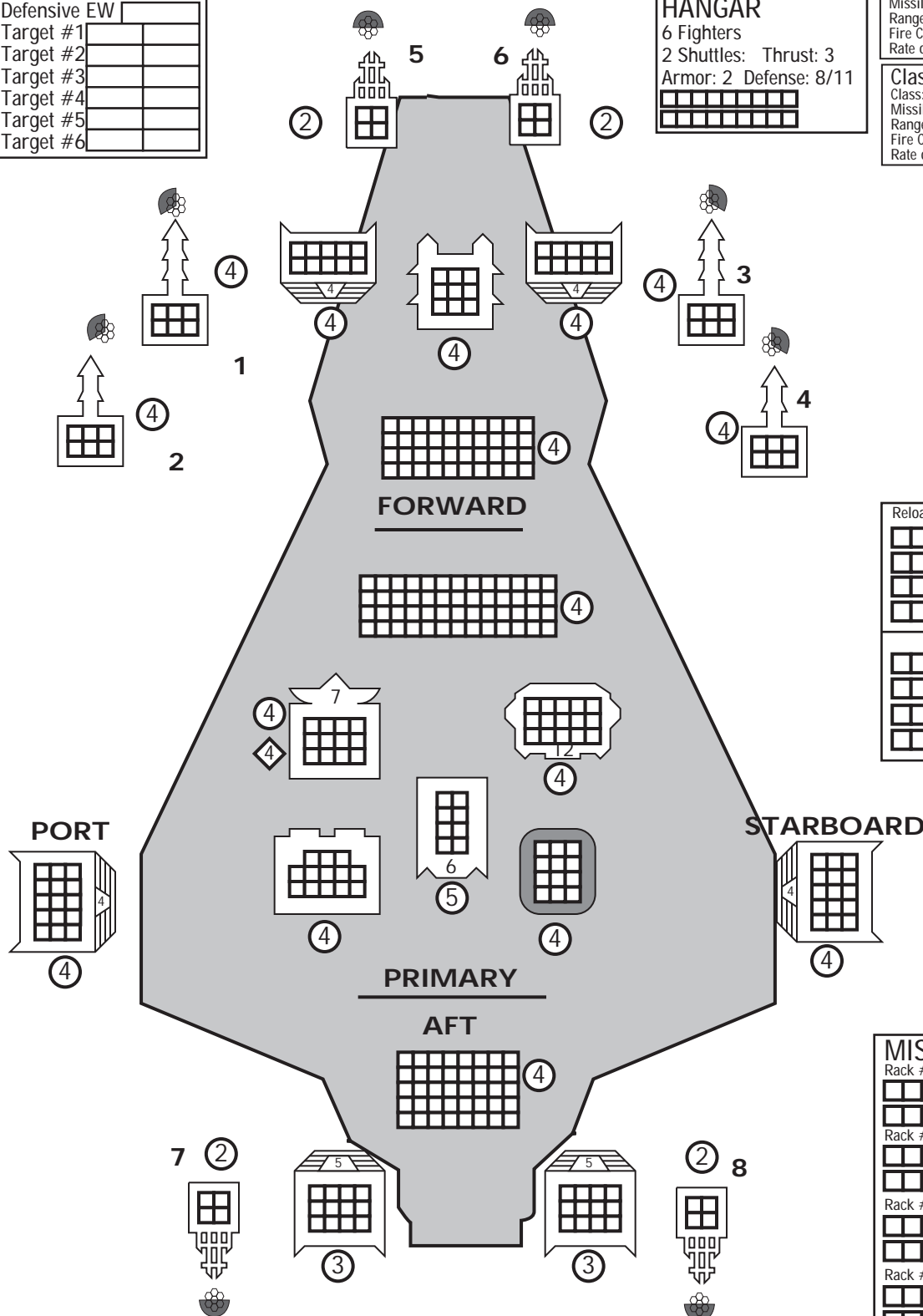
**Class-L Missile Rack**  
 Class: Ballistic  
 Missiles: 20  
 Range Penalty: None (+10)  
 Fire Control: +3/+3/+3  
 Rate of Fire: 1 per 2 turns

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

| SENSOR DATA  |  |  |
|--------------|--|--|
| Defensive EW |  |  |
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |

**HANGAR**  
6 Fighters  
2 Shuttles: Thrust: 3  
Armor: 2 Defense: 8/11

| PRIMARY HITS |                 |
|--------------|-----------------|
| 1-8:         | Primary Struct  |
| 9-11:        | Port/Stb Thrust |
| 12-13:       | Sensors         |
| 14-15:       | Engine          |
| 16-17:       | Hangar          |
| 18-19:       | Reactor         |
| 20:          | C & C           |













| Reload Rack              | S-Missile                |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |

| L-Missile                |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> |

## ICON RECOGNITION

|   |                    |
|---|--------------------|
|  | Thruster           |
|  | C & C              |
|  | Sensors            |
|  | Engine             |
|  | Reactor            |
|  | Hangar             |
|  | Reload Rack        |
|  | Dual plasma Cannon |
|  | Hvy Particle ram   |
|  | Lt Pulse Cannon    |