



Heavy Fusion Beam
 Class: Molecular
 Modes: R, S
 Damage: 4d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Must cooldown for one turn after firing. May overload by adding 5 power, scoring 4d10+15 damage, but must roll critical.



Nova Cannon
 Class: Particle
 Mode: Raking (6)
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

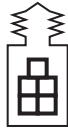
Light Fusion Beam
 Number of Guns: 1
 Class: Molecular
 Damage: 1d6+8
 Range Penalty: -2 per hex
 Fire Control: +0/+0/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Phaser Beam
 Number of Guns: 1
 Class: Molecular
 Damage: 1d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Light Gatling Phaser
 Number of Guns: 1
 Class: Molecular
 Damage: 1d6 3 times
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Light Hellbore Torpedo
 Class: Ballistic
 Mode: Flash
 Damage: 2d10+2
 Range Penalty: n/a
 Max Range: 8 hexes
 Fire Control: +0/+0/-
 Intercept Rating: n/a
 Cost: 16 combat points

Early Fusion Beam
 Class: Molecular
 Mode: Raking
 Damage: 2d10+4
 Range Penalty: -1 per hex
 Fire Control: +4/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
Special: Must cooldown for one turn after firing.



Fusion Beam
 Class: Molecular
 Modes: R, S
 Damage: 3d10+6
 +3 Power: 3d10+15
 +6 Power: 3d10+30
 Range Penalty: -1 per hex
 Fire Control: +4/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
Special: Must cooldown for one turn after firing and make a critical roll at a +3 penalty. If fired suicide overloaded, the weapon is destroyed and scores 2d10 damage against its own ship's facing section.

Intermediate Phaser
 Class: Molecular
 Mode: R (8), S
 Damage: 2d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



Imp Intermediate Phaser
 Class: Molecular
 Mode: R (8), S
 Damage: 2d10+4
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



Light Phaser
 Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn



Point Defense Phaser
 Class: Molecular
 Mode: Standard
 Damage: 1d10
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -3
 Rate of Fire: 1 per turn



Gatling Defense Phaser
 Class: Molecular
 Mode: Standard
 Damage: 1d10
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -3
 Rate of Fire: 3 per turn



Hellbore Torpedo
 Class: Ballistic
 Mode: Enveloping
 Damage: 4d10+4
 Range Penalty: -1 per 3 hexes
 Max Range: 30 hexes
 Fire Control: +3/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Heavy Hellbore Torpedo
 Class: Ballistic
 Mode: Enveloping
 Damage: 6d10+6
 Range Penalty: -1 per 5 hexes
 Max Range: 45 hexes
 Fire Control: +3/+1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

