



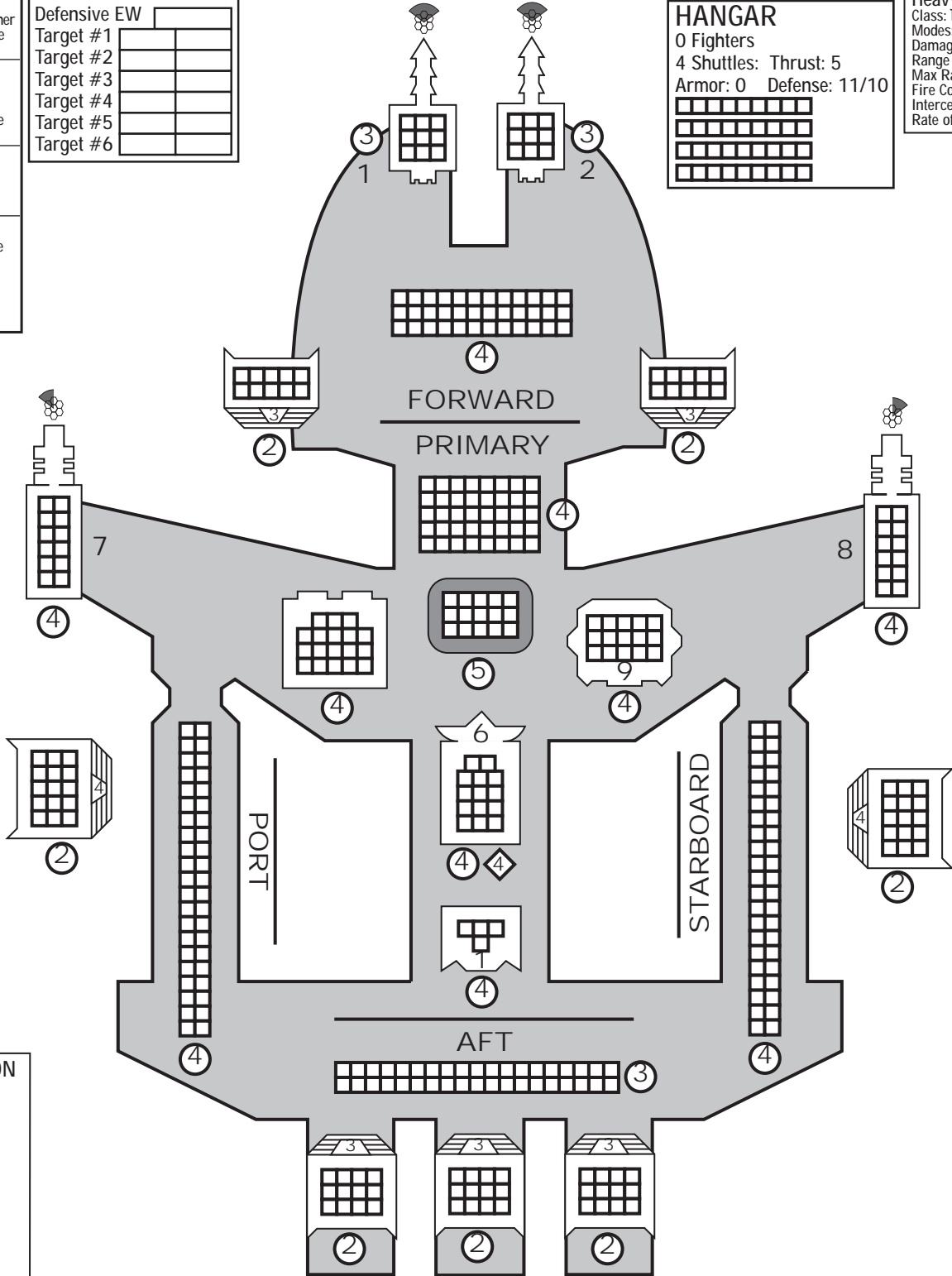










WEAPON DATA	
Siege Cannon	
Class: Particle	
Modes: Raking	
Damage: 10d10+10	
Range Penalty: -1 per 3 hexes	
Fire Control: +5/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 10 turns	
Special: Can be split between up to two targets. See Rules.	
Heavy Rocket Launcher	
Class: Ballistic	
Modes: Standard	
Damage: 2d10+4	
Range Penalty: None	
Max Range: 30 hexes	
Fire Control: +2/+1/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

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

HANGAR
 0 Fighters
 4 Shuttles: Thrust: 5
 Armor: 0 Defense: 11/10



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Siege Cannon
	Heavy Rocket Launcher