

**PARTICLE WEAPONS**

	Config	Dmg	Range	RoF	Acc	DF	Mass	Tech Lvl	Power	Structure	CP
<b>Advanced Particle Blast Gun</b>	Burst	2d10+15	-1/3hex	2+0	0 +	0/-4/-2	0.8	2	7	8	79
<b>Bolter, Heavy</b>	Burst	24	-1/3hex	1+2	-2 +	0/0/0	1.0	2	6	10	39
<b>Bolter, Light</b>	Burst	12	-1/hex	1+0	+2	0/-1/0	0.6	2	2	6	39
<b>Bolter, Medium</b>	Burst	18	-1/2hex	1+1	0 +	0/-1/0	0.8	2	4	8	39
<b>Energy Pulsar</b>	Pulse 3/4/1d2	10	-1/hex	1+1	-1 +	0/-1/0	0.6	2	3	6	33
<b>Guardian Array</b>	Burst	1d10+5	-3/hex	1+0	+8 -	-3/0/0	0.4	2	2	4	84
	<i>Guardian; Ablative Defensive Fire</i>										
<b>Heavy Array</b>	Burst	2d10+6	-1/hex	2+0	+3	0/-2/-1	0.4	2	2	4	61
	<i>Slow Targeting</i>										
<b>Interceptor Battery, Heavy</b>	Burst	2d10+6	-2/hex	1+0	+10	-4/0/0	0.6	2	2	6	46
	<i>Anti-Fighter Limitation; Ablative Defensive Fire</i>										
<b>Interceptor Mk-I</b>	Burst	1d10+5	-2/hex	1+0	+5	-3/0/0	0.4	2	2	4	26
	<i>Anti-Fighter Limitation; Ablative Defensive Fire; Switching Delay</i>										
<b>Interceptor Mk-II</b>	Burst	1d10+8	-2/hex	1+0	+8	-4/0/0	0.4	2	2	4	30
	<i>Anti-Fighter Limitation; Ablative Defensive Fire; Switching Delay</i>										
<b>Interceptor Prototype</b>	Burst	1d10+3	-2/hex	1+0	+4	-2/0/0	0.4	2	1	4	23
	<i>Anti-Fighter Limitation; Ablative Defensive Fire; Switching Delay</i>										
<b>Interdictor</b>	Burst	0	-3/hex	1+0	+0	-4/0/0	0.2	2	1	2	40
	<i>Defensive Inaccuracy; Guardian</i>										
<b>Light Particle Beam</b>	Burst	1d10+4	-2/hex	1+0	+3	0/-2/-1	0.2	2	1	2	37
<b>Particle Accelerator</b>	Slashing 10	2d10+14	-1/2hex	1+1	+3	0/-1/0	0.8	2	8	8	56
	<i>Rapid Fire I</i>										
<b>Particle Blaster</b>	Burst	1d10+12	-1/2hex	1+1	-1 +	0/0/0	0.6	2	4	6	38
<b>Particle Cannon</b>	Slashing 10	2d10+15	-1/2hex	1+1	0 +	0/-1/0	0.8	2	7	8	44
<b>Particle Cannon, Heavy</b>	Slashing 10	6d10+60	-1/3hex	1+3	0 +	0/0/0	1.2	2	9	12	95
	<i>Cooldown I (2 turns)</i>										
<b>Particle Cannon, Light</b>	Slashing 10	2d10+8	-1/hex	1+1	-1 +	0/-2/-1	0.6	2	4	6	38
<b>Particle Concentrator</b>	Slashing 10	2d10+15	-1/2hex	1+1	0 +	0/-1/0	0.9	2	7	9	68
	<i>Synchronized I</i>										
<b>Particle Cutter</b>	Track 2/Burst	2d10+12	-1/2hex	1+1	+3	0/0/0	0.8	2	3	8	74
	<i>Single Arming</i>										
<b>Particle Hammer</b>	Burst	2d10+15	-1/3hex	1+3	-2 +	0/0/0	0.8	2	5	8	41
<b>Particle Impeder</b>	Burst	0	—	1+0	—	-3/0/0	0.6	2	3	6	51
	<i>Electronic Warfare</i>										

**PARTICLE WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Particle Projector</b>	Burst	1d10+4	-1/hex	1+1	+2	0/-2/-1	0.4	2	1	4	36
<b>Particle Projector, Heavy</b>	Burst	2d10+8	-1/2hex	1+2	-2 +	0/-1/0	0.6	2	3	6	38
<b>Particle Projector, Light</b>	Burst	1d6+4	-2/hex	1+0	+2	0/-2/-1	0.2	2	1	2	32
<b>Particle Repeater</b>	Burst	2d10	-1/hex	1+0	+3	0/-1/0	0.4	2	4	4	78
	<i>Cooldown II; Gatling I (1 power)</i>										
<b>Pentagon Array (1 Gun)</b>	Burst	1d10	-1/hex	1+0	+3	-1/0/0	0.2	2	1	2	27
	<i>Dependency (total 5 weapons); Synchronized III</i>										
<b>Point Pulsar (1 Pulse)</b>	Burst	10	-1/2hex	1+1	-4 ++	0/-3/-1	0.2	2	1	2	39
	<i>Dependency (total 2 weapons); Improved Called Shot (-4)</i>										
<b>Pulse Accelerator</b>	Pulse 4/5/1d3	12	-1/3hex	1+1	0 +	0/0/0	0.6	2	4	6	66
	<i>Rapid Pulse</i>										
<b>Pulse Cannon, Heavy</b>	Pulse 6/5/1d5	15	-1/2hex	1+2	-1 +	0/-1/0	0.6	2	4	6	47
<b>Pulse Cannon, Light</b>	Pulse 6/4/1d5	8	-2/hex	1+0	+3	0/-2/-1	0.4	2	2	4	45
<b>Pulse Cannon, Medium</b>	Pulse 6/4/1d5	10	-1/hex	1+1	0 +	0/-2/-1	0.6	2	3	6	44
<b>Quad Array</b>	Burst	1d10+4	-2/hex	4+0	+5	0/-2/-1	0.2	2	4	8	124
	<i>Slow Targeting I</i>										
<b>Quad Particle Beam</b>	Burst	1d10+6	-1/hex	4+0	+4	0/-2/-1	0.2	2	4	8	129
	<i>Slow Targeting I</i>										
<b>Quad Pulsar</b>	Pulse 4/5/1d3	14	-1/3hex	1+2	-1 +	0/0/0	0.8	2	4	8	44
<b>Repeater Gun</b>	Burst	1d10+3	-1/2hex	1+2	+2	0/-1/0	0.4	2	2	4	70
	<i>Cooldown III; Gatling I (2 power)</i>										
<b>Repeater Gunsight</b>	Burst	2d10	-1/hex	1+0	+3	0/-1/0	0.4	2	4	4	94
	<i>Cooldown II; Gatling II (1 power)</i>										
<b>Scatter-Pulsar</b>	Pulse 6/4/1d5	6	-2/hex	1+0	+4 -	0/-2/-1	0.4	2	2	4	41
<b>Scattergun</b>	Burst	2d6+1	-2/hex	1+0	+5 -	0/-2/-1	0.8	2	3	8	83
<b>Sentinel Point Defense</b>	Burst	0	—	1+0	—	-3/0/0	0.2	2	1	2	54
	<i>Guardian</i>										
<b>Solar Blaster</b>	Burst	3d10+20	-1/2hex	1+0	0 +	0/0/0	1.0	2	10	8	156
	<i>No Overkill; Anti-Hull I; Anti-Hull II; Counter-Defense</i>										
<b>Solar Cannon</b>	Burst	1d5+12	-1/2hex	1+2	0 +	0/0/0	0.7	2	3	7	102
	<i>Anti-Armor (2 pts); Anti-Hull I; Anti-Hull II</i>										

**PARTICLE WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Standard Particle Beam</b>	Burst	1d10+6	-1/hex	1+0	+4	0/-2/-1	0.5	2	1	5	47
<b>Telekinetic Cutter</b>	Slashing 10	4d10	-1/3hex	2+0	+4	0/-4/-2	0.6	2	4	6	79
<b>Thought Pulsar, Minor</b>	Burst	1d6+5	-2/hex	2+0	+0	0/0/0	0.4	2	4	4	113
	<i>Thrust Boost I; Thrust Boost II; Thrust Boost III</i>										
<b>Trioptic Pulsar (1 Pulse)</b>	Burst	2d10	-1/2hex	1+0	+5 -	-3/0/0	0.2	2	1	2	51
	<i>Dependency (total 3 weapons); Synchronized III</i>										
<b>Twin Array</b>	Burst	1d10+4	-2/hex	2+0	+5	0/-2/-1	0.3	2	2	6	52
	<i>Slow Targeting I</i>										

**LASER WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Assault Laser</b>	Slashing 10	3d10+4	-1/3hex	1+1	-3 +	0/0/0	0.6	3	4	6	48
<b>Battle Laser</b>	Slashing 10, Piercing	4d10+12	-1/4hex	1+2	-4 ++	0/0/0	0.6	3	6	6	83
<b>Blast Laser</b>	Burst	2d10+14	-1/3hex	1+2	0 +	0/0/0	0.8	3	5	8	72
<b>Blast Laser, Improved</b>	Burst	3d10+14	-1/3hex	1+0	-1 +	0/0/0	1.0	3	8	10	66
<b>Combat Laser</b>	Piercing	3d10+20	-1/3hex	1+2	-2 +	0/0/0	0.7	3	7	7	56
	<i>Snap Shot III</i>										
<b>Imperial Laser</b>	Slashing 10	4d10+8	-1/3hex	1+3	-6 ++	0/0/0	0.6	3	5	6	42
<b>Laser Accelerator</b>	Slashing 10	4d10+16	-1/3hex	1+3	-1 +	0/0/0	0.8	3	6	8	73
<b>Laser Cannon, Heavy</b>	Tracking 2 Slashing 10	4d10+20	-1/3hex	1+3	-5 ++	0/0/0	0.8	3	6	8	83
<b>Laser Cannon, Light</b>	Slashing 10	2d10+7	-1/hex	1+2	-3 +	0/0/0	0.4	3	3	4	36
<b>Laser Cannon, Medium</b>	Slashing 10	3d10+12	-1/2hex	1+2	-2 +	0/0/0	0.6	3	5	6	46
<b>Laser Cutter</b>	Slashing 6	4d10+2	-1/2hex	1+2	-2 +	0/0/0	0.8	3	4	8	43
<b>Laser Lance</b>	Slashing 10, Piercing	3d10+6	-1/2hex	1+2	-6 ++	0/0/0	0.6	3	4	6	62
<b>Laser Lance, Heavy</b>	Slashing 10, Piercing	4d10+10	-1/2hex	1+3	-6 ++	0/0/0	0.8	3	4	8	69
<b>Laser/Pulse Array (Laser)</b>	Slashing 10	3d10+12	-1/2hex	1+2	-2 +	0/0/0	0.6	3	5	6	23
	<i>Switch-Linked Weapon (with Laser/Pulse Array (Particle))</i>										
<b>Laser/Pulse Array (Particle)</b>	Pulse 6/4/1d5	10	-1/hex	1+1	0 +	0/-2/-1	0.6	2	3	6	25
	<i>Switch-Linked Weapon (with Laser/Pulse Array (Laser))</i>										
<b>Laser/Pulse Array, Heavy (Laser)</b>	Tracking 2/ Slashing 10	4d10+20	-1/3hex	1+3	-5 ++	0/0/0	0.8	3	6	8	55
	<i>Switch-Linked Weapon (with Laser/Pulse Array, Heavy (Particle))</i>										
<b>Laser/Pulse Array, Heavy (Particle)</b>	Pulse 6/5/1d5	15	-1/2hex	1+2	-1 +	0/-1/0	0.6	2	4	6	25
	<i>Switch-Linked Weapon (with Laser/Pulse Array, Heavy (Laser))</i>										
<b>Laser Spear</b>	Slashing 10, Piercing	2d10+10	-1/hex	1+1	-5 ++	0/0/0	0.6	3	5	6	63
<b>Maser</b>	Burst	2d10+2	-1/hex	1+0	+3	0/0/0	0.6	3	3	6	56
	<i>Armor Weakness; Catastrophic Damage I</i>										

**LASER WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Neutron Laser</b>	Tracking 2/ Slashing 10, Piercing	4d10+15	-1/4hex	1+2	0 +	0/0/0	1.0	3	6	10	128
<b>Neutron Laser, Improved</b>	Tracking 3/ Slashing 10, Piercing	4d10+18	-1/4hex	1+2	0 +	0/0/0	1.1	3	7	11	140
<b>Power Laser</b>	Tracking 2/ Slashing 15, Piercing	8d10+18	-1/4hex	1+1	+5	0/0/0	1.4	3	7	14	193
<b>Power Laser, Medium</b>	Tracking 2/ Slashing 15, Piercing	4d10+10	-1/4hex	1+1	+4	0/0/0	0.8	3	5	8	137
<b>Prism Beam, Light</b>	Burst	1d10+4	-2/hex	3+0	+0	0/0/0	0.6	3	6	4	143
	<i>Combined Shots</i>										
<b>Spinal Laser</b>	Tracking 2/ Slashing 10	6d10+40	-1/5hex	1+3	+4	0/0/0	1.2	3	12	12	101
	<i>Anti-Capital</i>										
<b>Tactical Laser</b>	Slashing 10	2d10+8	-1/2hex	1+1	-4 +	0/0/0	0.6	3	4	6	44
<b>Volley Laser</b>	Pulse 6/3/1d3	15	-1/2hex	1+0	+5	0/0/0	0.4	3	4	4	64
<b>War Lance</b>	Slashing 10, Piercing	5d10+15	-1/2hex	1+3	-5 ++	0/0/0	0.8	3	6	8	77

**PLASMA WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Fuser</b>	Flare	9d10+20 -1/hex	-1/3hex	1+3	0 +	0/0/0	1.8	2	12	18	56
	<i>Anti-Capital</i>										
<b>Fuser, Ranged</b>	Flare	6d10+12 -1/4hex	-1/4hex	1+3	0 +	0/0/0	1.2	2	12	12	44
	<i>Anti-Capital</i>										
<b>Fuser Array</b>	Flare	6d10+26 -1/hex	-1/3hex	2+0	0 +	0/0/0	1.4	2	10	14	115
<b>Hyperplasma Cutter (1 Gun)</b>	Tracking 2/ Slashing 15	1d10 -1/3hex	-1/3hex	1+0	+6	0/-1/0	0.2	2	1	2	183
	<i>Single Arming; Synchronized II (multiple targets)</i>										
<b>Hyperplasma Stream</b>	Slashing 20	8d10+16 -1/3hex	-1/3hex	1+1	0 +	0/0/0	1.0	2	7	10	276
	<i>Anti-Armor I (4 points)</i>										
<b>Mag Gun</b>	Flare	8d10+10	-1/hex	1+2	0 +	0/0/0	0.9	2	8	9	206
	<i>Anti-Capital; Nova IV</i>										
<b>Plasma Accelerator</b>	Burst	4d10+12 -1/hex	-1/hex	1+2	-3 +	0/0/0	1.0	2	5	10	71
	<i>Rapid Fire I</i>										
<b>Plasma Bolter, Heavy</b>	Burst	22 -1/2hex	-1/3hex	1+2	-5 ++	0/0/0	0.8	2	5	8	120
	<i>Plasma Bottle (15 hexes)</i>										
<b>Plasma Bolter, Medium</b>	Burst	16 -1/2hex	-1/2hex	1+1	-3 +	0/0/0	0.6	2	4	6	82
	<i>Plasma Bottle (10 hexes)</i>										

**PLASMA WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Plasma Cannon, Dual (1 Gun)</b>	Burst	3d10+4 -1/2hex	-1/hex	1+2	-5 ++	0/0/0	0.5	2	3	5	63
	<i>Synchronized IV</i>										
<b>Plasma Cannon, Heavy</b>	Burst	4d10+8 -1/2hex	-1/hex	1+2	-5 ++	0/0/0	0.8	2	5	8	48
<b>Plasma Cannon, Light</b>	Burst	2d10+2 -1/2hex	-1/hex	1+1	-5 ++	0/0/0	0.4	2	2	4	41
<b>Plasma Cannon, Medium</b>	Burst	3d10+4 -1/2hex	-1/hex	1+2	-5 ++	0/0/0	0.5	2	3	5	42
<b>Plasma Cannon, Mega</b>	Burst	6d10+12 -1/2hex	-1/2hex	1+3	-5 ++	0/0/0	1.0	2	8	10	55
<b>Plasma Driver</b>	Pulse 5/3/1d3	22 -1/2hex	-1/2hex	1+0	+7 -	0/-2/-1	1.0	2	6	10	73
<b>Plasma Projector</b>	Slashing 8	4d10+5 -1/4hex	-1/2hex	1+2	+3	0/0/0	0.8	2	5	8	73
	<i>Anti-Capital</i>										
<b>Plasma Stream</b>	Slashing 5	3d10+4 -1/hex	-1/hex	1+1	-3 +	0/0/0	0.9	2	7	9	69
	<i>Anti-Armor III</i>										
<b>Plasma Stream, Dual</b>	Slashing 5	6d10+8	-1/hex	1+1	-3 +	0/0/0	1.0	2	10	10	83
<b>Plasma Torch</b>	Burst	2d10+10 -1/hex	-2/hex	1+0	-3 +	0/0/0	0.6	2	2	6	17
	<i>Anti-Capital; Overheating (2 turns)</i>										
<b>Plasma Web</b>	—	—	—	1+0	+0	0/0/0	0.4	2	2	4	83
	<i>Plasma Cloud II (-2); Plasma Cloud III (1 point of power)</i>										





**MATTER WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Blast Cannon, Medium</b>	Pulse 5/5/1d5	5	-1/2hex	1+1	-1 +	0/-1/0	0.5	1	2	5	33
	<i>Limited Ammunition (20 rounds)</i>										
<b>Matter Cannon</b>	Burst	2d10+2	-1/2hex	1+1	-2 +	0/0/0	0.7	1	4	7	32
<b>Railgun</b>	Burst	3d10+3	-1/2hex	1+2	-2 +	0/0/0	0.9	1	6	9	30

**GRAVITIC WEAPONS**

	<b>Config</b>	<b>Dmg</b>	<b>Range</b>	<b>RoF</b>	<b>Acc</b>	<b>DF</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Shield Projector 2</b>	Burst	—	-3/hex	1+0	+0	0/0/0	0.6	4	4	9	34
	<i>Shield Booster II (2 points)</i>										
<b>Shield Projector 3</b>	Burst	—	-3/hex	1+0	+0	0/0/0	0.9	4	4	10	51
	<i>Shield Booster II (3 points)</i>										
<b>Shield Projector 5</b>	Burst	—	-3/hex	1+0	+0	0/0/0	1.0	4	4	10	85
	<i>Shield Booster II (5 points)</i>										

## GRAVITIC WEAPONS

	Config	Dmg	Range	RoF	Acc	DF	Mass	Tech Lvl	Power	Structure	CP
<b>Comm Disruptor</b>	Burst		-1/2hex	1+2	-2 +	0/0/0	0.6	3	3	6	42

## MISSILES

Missile Racks	Magazine	Rng Boost	RoF	Acc	Mass	Tech Lvl	Structure	CP
Class-A Missile Rack	20	+0	1+0	+0	1.0	1	5	23
Class-B Missile Rack	60	+10	1+0	+3	1.0	2	15	81
Class-L Missile Rack	20	+10	1+1	+3	1.0	2	5	57
Class-LH Missile Rack	20	+10	1+0	+4	1.0	2	5	62
Class-S Missile Rack	20	+0	1+1	+3	1.0	1	5	37

Missile Types	Dmg	Launch	Max	Amp	Tech Lvl	CP
Anti-Fighter Missile	15	15	15	+2	1	30
	<i>Anti-Fighter (+6)</i>					
Basic Missile	20	15	45	+2	1	38

**TORPEDOES**

	<b>Tech Type</b>	<b>Damage</b>	<b>Launch</b>	<b>Max</b>	<b>RoF</b>	<b>Acc</b>	<b>Mass</b>	<b>Tech Lvl</b>	<b>Power</b>	<b>Structure</b>	<b>CP</b>
<b>Ballistic Torpedo</b>	Plasma	2d10	25	25	1+0	0 +	1.0	2	6	10	64
	Auto Magazine (6 shots)										