

WEAPON DATA	
Heavy Bolt Cannon	
Class: Projectile	
Modes: Standard	
Damage: 20	
Range Penalty: -1 per 3 hexes	
Fire Control: +2/+0/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Bolt Cannon	
Class: Projectile	
Modes: Standard	
Damage: 15	
Range Penalty: -1 per 2 hexes	
Fire Control: +1/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Gatling Cannon	
Class: Projectile	
Modes: Raking (2)	
Damage: 1d3+3	
Range Penalty: -3 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -2	
(vs Ballistic only)	
Rate of Fire: 2 per turn	

Designed by Paul Brown
pbcbrown@shaw.ca