










**HEAT RAY**  
 ROF  
 DAM 5  
 PC 1  
 25: 1D  **BEAM**



**HEAT BOLT**  
 ROF  
 DAM 3  
 PC 1  
 25: 2D

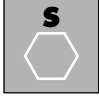
**ATOMIC BOLT**  
 ROF  
 DAM 5  
 PC 1  
 5: 3D  
 10: 2D  
 20: 1D



**ATOMIC FIREBALL**  
 ROF  
 DAM 10  
 PC 2  
 4: 3D  
 8: 2D  
 16: 1D



**ROCKET BANK**  
 ROF  
 DAM 10  
 5: 3D  AMMO




**MAGNETRON MINE**  
 ROF  
 DAM 10  
 PC 1-5  
 0: 3D  
 1: 2D  
**MINE**  
 AMMO




**MAGNETIC RAY**  
 ROF  
 DAM \*  
 PC 2  
 15: 1D  **BEAM**




**MAGNETIC LOCK**  
 ROF  
 DAM \*  
 PC 0  
 0: 3D  
 1: 2D  
 2: 1D  
 No Deflection




**HEAVY TORPEDO**  
 ROF \*  
 DAM 30  
 LAUNCH 1  
**SEEKER**  
 0: 2D  
 AMMO




**LIGHT TORPEDO**  
 ROF \*  
 DAM 10  
 LAUNCH 3  
**SEEKER**  
 0: 3D  
 AMMO



**MACHINEGUN**  
 ROF  
 DAM 3  
 4: 3D  AMMO  
 8: 2D  AMMO  
 16: 1D



**20MM CANNON**  
 ROF  
 DAM 6  
 5: 3D  AMMO  
 10: 2D  AMMO  
 20: 1D



**30MM CANNON**  
 ROF  
 DAM 9  
 5: 3D  AMMO  
 10: 2D  AMMO  
 20: 1D


**75MM CANNON**  
 ROF  
 DAM 15  
 10: 2D  AMMO  
 20: 1D  AMMO


**88MM CANNON**  
 ROF  
 DAM 18  
 10: 2D  AMMO  
 20: 1D  AMMO

**CHAIN MINE**  
 ROF  
 DAM 15  
 PC 1-5  
 0: 3D  
 1: 3D  
**MINE**  
 AMMO

**GUN MINE**  
 ROF  
 DAM 5  
 PC 1-5  
 0: 2D  
 2: 2D  
**MINE**  
 AMMO

**DEATH RAY**  
 ROF  
 DAM 10  
 PC 2  
 15: 1D  **BEAM**

**RADIUM BOLT**  
 ROF  
 DAM 15  
 PC 4  
 10: 2D

**BOARDING CLAW**  
 ROF  
 DAM \*  
 PC 0  
 0: 3D  
 1: 2D  
 No Deflection

