

SFKH Basic Combat Card

Weapon	Range	Hit RH	Hit MS	ICMs	Damage	Notes
Laser Battery	9	50%	20%*	-	1d10	RD
Laser Cannon	10	60%	25%*	-	2d10	RD/FF
Rocket Battery	3	40%	40%	-3/ICM	2d10	LTD
Assault Rocket	4	60%	60%	-5/ICM	2d10+4	LTD/MPO/FF
Torpedo	4	50%	50%	-10/ICM	4d10	LTD/MPO

* Target takes half damage on hit (round fractions up)

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