

Laser Weapons



Lt Laser Cutter
 Class: Laser
 Modes: Raking (6)
 Damage: 3d10+1
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+0/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Feudal Laser
 Class: Laser
 Modes: Raking
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Laser Lance
 Class: Laser
 Modes: R, P
 Damage: 3d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Laser Cutter
 Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



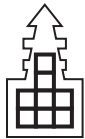
Royal Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



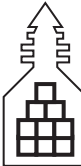
Heavy Laser Lance
 Class: Laser
 Modes: R, P
 Damage: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Hvy Laser Cutter
 Class: Laser
 Modes: Raking (6)
 Damage: 5d10+3
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Imperial Laser
 Class: Laser
 Modes: Raking
 Damage: 4d10+8
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



War lance
 Class: Laser
 Modes: R, P
 Damage: 5d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Light Chemical Laser
 Class: Laser
 Modes: Raking (8)
 Damage: 2d10+2
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Sovereign Laser
 Class: Laser
 Modes: Raking
 Damage: 4d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns



Laser Spear
 Class: Laser
 Modes: R, P
 Damage: 2d10+10
 Range Penalty: -2 per 3 hexes
 Fire Control: +4/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Med Chemical Laser
 Class: Laser
 Modes: Raking (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Laser Pike
 Class: Laser
 Mode: Piercing
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Hvy Chemical Laser
 Class: Laser
 Modes: Raking (8)
 Damage: 4d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Battle Laser
 Class: Laser
 Modes: R, P
 Damage: 4d10+12
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+3/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Medium Blast Laser
 Class: Laser
 Mode: Standard
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Chemical Laser Ammunition
 Hvy Chemical Laser #1

 Med Chemical Laser #1

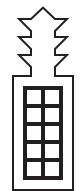
Chemical Laser Ammunition
 Lt Chemical Laser #1



Light Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 2d10+7
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Assault Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



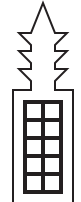
Blast Laser
 Class: Laser
 Mode: Standard
 Damage: 2d10+14
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Medium Laser Cannon
 Class: Laser
 Mode: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Combat Laser
 Class: Laser
 Mode: Piercing
 Damage: 3d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode



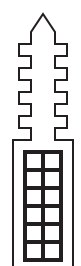
Improved Blast Laser
 Class: Laser
 Mode: Standard
 Damage: 3d10+14
 Range Penalty: -1 / 3 hexes
 Fire Control: +5/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Heavy Laser Cannon
 Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Strike Laser
 Class: Laser
 Modes: Standard
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Spinal Laser
 Class: Laser
 Modes: R, S
 Damage: 6d10+40
 Range Penalty: -1 per 5 hexes
 Fire Control: +4/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns

Laser Accelerator
 Class: Laser
 Modes: Raking
 Damage: 4d10+16
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 2d10+6
 1 per 3 turns: 3d10+10



Ionic Laser
 Class: Ion+Laser
 Modes: Raking
 Damage: 3d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

- Lt Laser Cutter
- Laser Cutter
- Hvy Laser Cutter
- Lt Chemical Laser
- Med Chemical Laser
- Hvy Chemical Laser
- Light Laser
- Medium Laser
- Heavy Laser Cannon
- Feudal Laser
- Royal Laser
- Imperial Laser
- Sovereign Laser
- Tactical Laser
- Battle Laser
- Assault Laser
- Combat Laser
- Strike Laser
- Laser Accelerator
- Laser Lance
- Heavy Laser Lance
- War Lance
- Laser Spear
- Laser Pike
- Medium Blast Laser
- Blast Laser
- Imp Blast Laser
- Spinal Laser
- Ionic Laser