

Laser Weapons

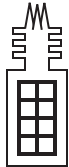
part 2



Light Tactical Laser
 Class: Laser
 Modes: Standard
 Damage: 1d10+5
 Range Penalty: -1 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: -2 or -4
 Rate of Fire: 1 per turn



Medium Tactical Laser
 Class: Laser
 Mode: Standard
 Damage: 2d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/+2
 Intercept Rating: -1 or -3
 Rate of Fire: 1 per 2 turns



Heavy Tactical Laser
 Class: Laser
 Modes: Standard
 Damage: 3d10+15
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-2
 Intercept Rating: -1 or -3
 Rate of Fire: 1 per 3 turns

Tactical Lasers
 All Tactical Lasers gain a further -2 when intercepting ballistics.



Light Reaction Laser
 Class: Laser
 Modes: Pulse (Raking)
 Damage: 7 1d2 times
 Max Pulses: 3
 Grouping Range: +1 per 3
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Medium Reaction Laser
 Class: Laser
 Modes: Pulse (Raking)
 Damage: 8 1d3+1 times
 Max Pulses: 4
 Grouping Range: +1 per 3
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Heavy Reaction Laser
 Class: Laser
 Modes: Pulse (Raking)
 Damage: 10 1d5+2 times
 Max Pulses: 6
 Grouping Range: +1 per 3
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Light Force Laser
 Class: Laser
 Modes: R, S
 Damage: 2d10+9
 Range Penalty: -1 per hex
 Fire Control: +2/+2/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Medium Force Laser
 Class: Laser
 Modes: R, S
 Damage: 3d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Heavy Force Laser
 Class: Laser
 Modes: R, S
 Damage: 3d10+26
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Light X-Ray Laser
 Class: Laser
 Mode: Standard
 Damage: 1d6+6
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



X-Ray Laser
 Class: Laser
 Mode: Standard
 Damage: 1d6+10
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



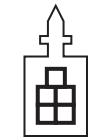
Twin X-Ray Laser
 Class: Laser
 Mode: Standard
 Damage: 2d6+4
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 2 per turn



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



Light Laser Bolt
 Class: Laser
 Mode: Standard
 Damage: 7
 Range Penalty: -1 per hex
 Fire Control: +1/+0/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Laser Bolt
 Class: Laser
 Mode: Standard
 Damage: 12
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Point Defense Laser
 Class: Laser
 Modes: Standard
 Damage: 1d10
 Range Penalty: -2 per hex
 Fire Control: +0/+0/+0
 Int Rating: -1 (-2 vs. ballistics)
 Rate of Fire: 1 per turn



Point Defense Laser Mk-II
 Class: Laser
 Modes: Standard
 Damage: 1d10+1
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+4
 Int Rating: -1 (-3 vs. ballistics)
 Rate of Fire: 1 per turn



Intercept Laser
 Class: Laser
 Modes: Standard
 Damage: 2d5+2
 Range Penalty: -2 per hex
 Fire Control: +0/+0/+4
 Int Rating: -1 (-3 vs. ballistics)
 Rate of Fire: 1 per turn



Large Defense Laser
 Class: Laser
 Modes: Raking (9)
 Damage: 2d10+2
 Range Penalty: -1 per hex
 Fire Control: +2/+1/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns



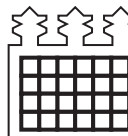
Med. Power Laser
 Class: Laser
 Mode: R(15), P, S
 Damage: 4d10+10
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+4/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Power Laser
 Class: Laser
 Mode: R(15), P, S
 Damage: 8d10+18
 Range Penalty: -1 per 4 hexes
 Fire Control: +6/+5/+4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Volley Laser
 Class: Laser
 Mode: Pulse
 Damage: 15 1d3 Times
 Max Pulses: 6
 Grouping Range: +1 per 3
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+5/+6
 Intercept Rating: -3
 Rate of Fire: 1 per turn



Photonic Prism Beam
 Class: Laser
 Modes: R(20)
 Damage: 4d10+15 (3 shots)
 Range Penalty: -2 per hex
 Fire Control: +0/+3/+8
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Alternate Fire: May combine all three shots into a single volley.
 Modes: R(20)
 Damage: 8d10+15
 Range Penalty: -1 per hex
 Fire Control: +1/+4/+6
 Alternate Fire: Multiple Photonic Prism Beams from the same vessel may combine all of their shots into a single volley.
 Two Beams: Modes: R(15)
 Damage: 14d10+20
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+3
 Three Beams: Modes: R(15)
 Damage: 20d10+30
 Range Penalty: -1 per 3 hexes
 Fire Control: +6/+5/+4



Photonic Cannon
 Class: Laser
 Mode: Raking
 Damage: 5d10+20
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Photonic Pulsar
 Class: Laser
 Mode: Pulse
 Damage: 13 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 3
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



Photonic Cutter
 Class: Laser
 Mode: Sustained
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Attacks versus fighters are resolved in standard mode.



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

- Hvy Tactical Laser
- Med Tactical Laser
- Lt Tactical Laser
- Lt Reaction Laser
- Med Reaction Laser
- Hvy Reaction Laser
- Lt Force Laser
- Force Laser
- Hvy Force Laser
- Light X-Ray Laser
- X-Ray Laser
- Twin X-Ray Laser
- Industrial Laser
- Light Laser Bolt
- Laser Bolt
- Point Defense Laser
- Point Defense Laser Mk-II
- Intercept Laser
- Large Defense Laser
- Med. Power Laser
- Power Laser
- Volley Laser
- Photonic Prism Beam
- Photonic Cannon
- Photonic Pulsar
- Photonic Cutter
- Twin Laser Cannon