

# Laser Weapons

part 3



**Gatling Laser**  
 Class: Laser  
 Modes: Pulse  
 Damage: 1d10+4 1d3 times  
 Max Pulses: 5  
 Grouping Range: +1 per 4  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/+1  
 Int Rating: -2 (vs. ballistics)  
 Rate of Fire: 1 per 2 turns



**Heavy Gatling Laser**  
 Class: Laser  
 Modes: Pulse  
 Damage: 2d10+5 1d3 times  
 Max Pulses: 4  
 Grouping Range: +1 per 4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Int Rating: -2 (vs. ballistics)  
 Rate of Fire: 1 per 2 turns



**Light EM Laser**  
 Class: EM + Laser  
 Modes: Raking  
 Damage: 2d10+5  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
 Special: +2 to criticals and dropouts.



**EM Laser**  
 Class: EM + Laser  
 Modes: Raking  
 Damage: 3d10+10  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
 Special: +3 to criticals.



**Heavy EM Laser**  
 Class: EM + Laser  
 Modes: Raking  
 Damage: 4d10+16  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+2/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
 Special: +4 to criticals.



**Defense Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 1d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +0/+2/+3  
 Intercept Rating: -1 (vs ballistic and matter weapons)  
 Rate of Fire: 1 per turn



**Advanced Defense Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 2d10+5  
 Range Penalty: -1 per hex  
 Fire Control: +0/+2/+5  
 Intercept Rating: -2 (vs ballistic and matter weapons)  
 Rate of Fire: 1 per turn



**Attack Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 3d10+12  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



**Pulsar Laser**  
 Class: Laser  
 Modes: Pulse  
 Damage: 12 1d3 times  
 Maximum Pulses: 4  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+3/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



**Surge Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 1d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +2/+2/+4  
 Intercept Rating: -1  
 Rate of Fire: 2 per turn  
 +2 to Dropout / Critical Roll



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



**Laser Blaster**  
 Class: Laser  
 Modes: Standard  
 Damage: 1d10+5  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



**Laser Assault Cannon**  
 Class: Laser  
 Modes: Raking (15)  
 Damage: 3d10+5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+1/-7  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



**Precision Laser Cannon**  
 Class: Laser  
 Modes: Raking (8)  
 Damage: 2d10+10  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
 Special: Can perform a called shot with first raking sub-volley.



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



**Laser Pulse Cannon**  
 Class: Laser  
 Mode: Pulse  
 Damage: 10 1d3 times  
 Max Pulses: 4  
 Grouping Range: +1 per 4  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



**Laser Combiner**  
 Class: Gravitic  
 Modes: Special  
 Damage: +1d10 per laser combined  
 Range Penalty: n/a  
 Fire Control: +1 per laser combined  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
 Special Notes: Combined lasers use arc of Combiner. No more than three lasers of the same type can be combined. Fires in piercing mode with three lasers



**Coring Laser**  
 Class: Laser  
 Modes: Piercing  
 Damage: 6d10+30  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +3/+2/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns



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



**Medium Blast Laser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+1/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



**Point Defense Laser**  
 Class: Laser  
 Modes: Standard  
 Damage: 1d10+4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/-6  
 Intercept Rating: -d  
 Rate of Fire: 1 per turn



**Laser Cannon**  
 Class: Laser  
 Modes: Raking (7)  
 Damage: 3d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+1/-7  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns



**Light Slashing Laser**  
 Class: Laser  
 Modes: Raking(5+Y)  
 Damage: 3d10+6  
 Maximum Y: 4  
 Y Grouping: +1 per 4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+3/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



**Proximity Laser**  
 Class: Ballistic (Laser)  
 Mode: Raking  
 Damage: 3d10+8  
 Maximum Range: 30  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +0/+0/-  
 Intercept Rating: N/A  
 Rate of Fire: 1 per 3 turns

**Proximity Laser Ammunition**

Rack #1

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Rack #2

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**Ballistic Laser**  
 Class: Ballistic + Laser  
 Modes: Raking (8)  
 Damage: 2d10+8  
 Range Penalty: None  
 Max Range: 40 hexes  
 Fire Control: +4/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



**Blast Xaser Mk-I**  
 Class: Laser  
 Modes: Standard  
 Damage: 1d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +0/+0/+2  
 Int Rating: -1 (-2 vs. ballistics)  
 Rate of Fire: 1 per turn

- Gatling Laser
- Heavy Gatling Laser
- Light EM Laser
- EM Laser
- Heavy EM Laser
- Defense Laser
- Advanced Defense Laser
- Attack Laser
- Pulsar Laser
- Surge Laser
- Traverse Laser
- Laser Blaster
- Laser Assault Cannon
- Precision Laser Cannon
- Laser Pulse Cannon
- Sabre Laser
- Laser Combiner
- Coring Laser
- Heavy Blast Laser
- Medium Blast Laser
- Point Defense Laser
- Laser Cannon
- Light Slashing Laser
- Proximity Laser
- Ballistic Laser
- Blast Xaser