

# Laser Weapons

part 4



**Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Armor counts double, damage doubled for crits*



**Heavy Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Armor counts double, damage doubled for crits*



**Splinter Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 (-2) per hex  
 Fire Control: +3/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 (2) per turn  
*Special: Armor counts double, damage doubled for crits*



**Scatter Laser**  
 Class: Laser  
 Modes: Pulse  
 Damage: 7 1d5 times  
 Max Pulses: 6  
 Grouping Bonus: +1 per 4  
 Range Penalty: -1 per hex  
 Fire Control: +6/+4/+4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



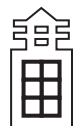
**Light Reaction Laser**  
 Class: Laser  
 Modes: Raking (6)  
 Damage: 2d10+8  
 +2 power: 2d10+10, R(8)  
 Range Penalty: -1 per hex  
 Fire Control: +2/+2/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Special: 1 turn cooldown if extra power applied.*



**Reaction Laser**  
 Class: Laser  
 Modes: Raking (8)  
 Damage: 3d10+8  
 +4 power: 3d10+12, R(10)  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: 1 turn cooldown if extra power applied.*



**Heavy Reaction Laser**  
 Class: Laser  
 Modes: R, P  
 Damage: 4d10+10  
 +7 power: 4d10+16, R(12)  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: 1 turn cooldown if extra power applied.*



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



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



**Spinal HET Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 4d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns

**Cartridge Laser Ammunition**  
 Weapon #1  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 Weapon #2  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**HET Laser Ammunition**  
 Weapon #1  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 Weapon #2  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]



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



**Laser Defence Grid**  
 Class: Laser  
 Mode: Pulse (Special)  
 Damage: 1d10+2  
 Range Penalty: None (max 4)  
 Fire Control: +0/+0/+4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Up to 6 shots at any enemy unit per turn. Follows Pulsar Mine rules. Decreases ship profile by 1 vs non laser attacks if grid is in arc.*



**Megawatt Laser**  
 Class: Laser  
 Modes: Raking  
 Damage: 2d10+10  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



**Gigawatt Laser**  
 Class: Laser  
 Modes: Sustained  
 Damage: 6d10+12  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



**Gigawatt Laser**  
 Class: Laser  
 Modes: Sustained (3)  
 Damage: 6d10+40  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+2/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*May fire at accelerated RoF: Modes: Sustained (2) Damage: 4d10+25 Rate of Fire: 1 per 2 turns*



**Zap-Sat Laser**  
 Class: Laser  
 Modes: Standard  
 Damage: 1d10+6  
 Range Penalty: -2 per hex  
 Fire Control: +3/+4/+5  
 Intercept Rating: -3  
 Rate of Fire: 3 per turn



**Sub Terrawatt Laser**  
 Class: Laser  
 Modes: R,S  
 Damage: 2d10+10  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn



**Terrawatt Laser**  
 Class: Laser  
 Modes: Sustained  
 Damage: 4d10+20  
 Range Penalty: -1 per hex  
 Fire Control: +6/+4/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Special: Can fire at an accelerated RoF for less damage, as shown below: 1 per turn: 2d10+10*



**Auto-Aiming Laser**  
 Class: Laser  
 Modes: Pulse  
 Damage: 12 1d5 times  
 Maximum Pulses: 6  
 Pulse Grouping: +1 per 4  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns



**Auto-Aiming Laser**  
 Class: Laser  
 Modes: Raking (8)  
 Damage: 2d10+7  
 Range Penalty: -1 per hex  
 Fire Control: +4/+3/+1  
 Intercept Rating: -1  
 Rate of Fire: 2 per turn  
*Special: If it does not fire, it can take four shots on the next turn.*



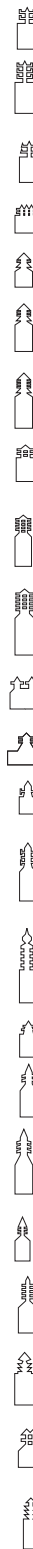
**Xform Laser**  
 Class: Laser  
 Mode: Raking  
 Damage: 2d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
 Two Xform Lasers  
 Damage: 5d10+24  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Rate of Fire: 1 per turn



**Phalanx Laser**  
 Class: Laser  
 Modes: R, P  
 Damage: 3d10+20  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +5/+3/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns



**Heavy E-Laser**  
 Class: EM + Laser  
 Modes: R, P  
 Damage: 5d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: +2 to critical hits. -1 turn arming per 6 power applied (max fire: 1/turn)*



- Maser
- Heavy Maser
- Splinter Maser
- Scatter Laser
- Light Reaction Laser
- Reaction Laser
- Heavy Reaction Laser
- Cartridge Laser
- HET Laser
- Spinal HET Laser
- Laser Turret
- Laser Defence Grid
- Megawatt Laser
- Gigawatt Laser
- Gigawatt Laser
- Zap-Sat Laser
- Sub-Terrawatt Laser
- Terrawatt Laser
- Auto-Aiming Laser
- Auto-Aiming Laser
- Xform Laser
- Phalanx Laser
- Heavy E-Laser