

Laser Weapons

part 5



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



Dual Lt Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Light Laser Slicer
 Class: Laser
 Modes: Raking
 Dmg, 1 Turn: 3d10+5
 Dmg, 2 Turn: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



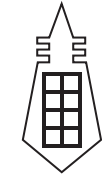
Laser Slicer
 Class: Laser
 Modes: Raking (15)
 Dmg, 1 Turn: 5d10+15
 Dmg, 2 Turn: 8d10+30
 Dmg, 3 Turn: 10d10+60
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+3/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



L3003 Battery
 Class: Laser
 Mode: Standard
 Damage: 1d10+5
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+3/-2
 Intercept Rating: -1
 Rate of Fire: 1 per turn



Nabrilla 253 Cannon
 Class: Laser
 Modes: R, P
 Damage: 2d10+15
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns



Lt Neutron Cannon
 Class: Laser
 Mode: Raking
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 6 turns
Special: Ignores Shields



Neutron Cannon
 Class: Laser
 Mode: Raking (10)
 Damage: 7d10+46
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns
Special: Ignores Shields



Mars Cannon
 Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -2
Anti-Fighter Mode
 Mode: Standard
 Damage: 1d8
 Rate of Fire: 3 per turn
Anti-Ship Mode
 Mode: Raking (5)
 Damage: 3d8
 Rate of Fire: 1 per turn
Special: Ignores Shields



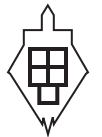
Minerva Cannon
 Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
Anti-Fighter Mode
 Mode: Standard
 Damage: 1d10
 Rate of Fire: 3 per turn
Anti-Ship Mode
 Mode: Raking (6)
 Damage: 3d10
 Rate of Fire: 1 per turn
Special: Ignores Shields



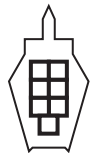
Light Photon Cutter
 Class: Laser
 Mode: Raking
 Damage: 2d8+4
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Ignores Shields



Photon Cutter
 Class: Laser
 Mode: Raking
 Damage: 3d10+6
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Ignores Shields



Heavy Photon Cutter
 Class: Laser
 Mode: Raking
 Damage: 6d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +5/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Ignores Shields



Photon Beam
 Class: Laser
 Mode: Raking
 Damage: 2d10+7
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns
Special: Ignores Shields



Heavy Photon Beam
 Class: Laser
 Mode: Raking
 Damage: 9d10+58
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Special: Ignores Shields



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

Photon Cannon
 Class: Laser
 Mode: Raking
 Damage: 7d10+48
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Ignores Shields

Light Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Heavy Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Laser Defence Turret
 Class: Laser
 Mode: Standard
 Damage: 10
 Range Penalty: -3 per 2 hexes
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 2 per turn
Alternate Mode: 13 damage, +4/+3/+1, RoF 1 per turn

Laser Assault Turret
 Class: Laser
 Mode: Standard
 Damage: 15
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Cerberus Cannon
 Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
Anti-Fighter Mode
 Mode: Standard
 Damage: 1d10+1
 Rate of Fire: 3 per turn
Anti-Ship Mode
 Mode: Raking (7)
 Damage: 3d10+3
 Rate of Fire: 1 per turn
Special: Ignores Shields

Anti-Proton Beam
 Class: Laser
 Mode: Raking (12)
 Damage: 2d10+17
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Ignores Shields

Anti-Proton Cannon
 Class: Laser
 Mode: Sustained (2)
 (12pt Rakes)
 Damage: 3d10+30
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+4/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Ignores Shields. No cooldown period required.

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 Dual Lt Tactical Laser
 Light Laser Slicer
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 L3003 Battery
 Nabrilla 253 Cannon
 Lt Neutron Cannon
 Neutron Cannon
 Mars Cannon
 Light Photon Cannon
 Photon Cannon
 Light Laser Turret
 Heavy Laser Turret
 Laser Defence Turret
 Laser Assault Turret
 Cerberus Cannon
 Anti-Proton Beam
 Anti-Proton Cannon

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- Light Photon Cannon
- Photon Cannon
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- Anti-Proton Beam
- Anti-Proton Cannon