

# Laser Weapons

part 6



**Medium Photon Bolt**  
Class: Laser  
Modes: Standard  
Damage: 2d10+6  
Range Pen: -1 per 2 hexes  
Fire Control: +3/+3/+2  
Interception Rating: n/a  
Rate of Fire: 1 per 2 turns

**Heavy Photon Bolt**  
Class: Laser  
Modes: Standard  
Damage: 3d10+5  
Range Pen: -1 per 4 hexes  
Fire Control: +4/+2/+0  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

**Dual Pulsar Turret**  
Class: Turbolaser  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
Rate of Fire: 2 per turn

**Medium Hellwhip**  
Class: Plasma/Laser  
Modes: R (8)  
Damage: 2d10 + 8  
Range Penalty: -1/3 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: N/A  
Rate of Fire: 1 per 2 turns

**Heavy Hellwhip**  
Class: Plasma/Laser  
Modes: R (8), S  
Damage: 3d10 + 15  
Range Penalty: -1/4 hexes  
Fire Control: +4/+2/-5  
Intercept Rating: N/A  
Rate of Fire: 1 per 3 turns

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

**Light Laser Turret**  
Class: Laser + Particle  
Mode: Standard  
Damage: 2d6+5  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
*Special: Maximum range 15 Hexes*

**ER Laser Battery**  
Class: Laser  
Modes: Raking (8)  
Damage: d10+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

**Pulse Laser Battery**  
Class: Laser Pulse  
Modes: Standard  
Damage: d6+3  
Range Penalty: -2 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Dual Naval Laser**  
Class: Laser  
Modes: Raking  
Damage: 2x10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+4/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Long Lance**  
Class: Laser  
Modes: Raking  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/-6  
Intercept Rating: N/A  
Rate of Fire: 1 per 3 turns  
*Note: Ignores armour except advanced. See BFG rules*

**Light Xraser**  
Class: Laser  
Mode: Standard  
Damage: 1D10+8  
Range Penalty: -2 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -4  
(vs Ballistic/Matter)  
Rate of Fire: 1 per turn

**Medium Xraser**  
Class: Laser  
Mode: Standard  
Damage: 2D10+12  
Range Penalty: -1 per hex  
Fire Control: +3/+2/-4  
Intercept Rating: -4  
(vs Ballistic/Matter)  
Rate of Fire: 1 per turn

**Light Xraser Array**  
Class: Laser  
Mode: Standard  
Damage: 1D10+8  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -4  
(vs Ballistic/matter)  
Rate of Fire: 2 per turn  
*Special: all rules follow pattern of dual array.*

**Medium Xraser Array**  
Class: Laser  
Mode: Standard  
Damage: 2D10+12  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+1  
Intercept Rating: -3  
(vs Ballistic/matter)  
Rate of Fire: 2 per turn

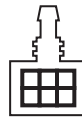
**Med Gatling Xraser**  
Class: Laser  
Mode: Standard  
Damage: 2d10+7  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+5  
Intercept Rating: -5 5 times  
(vs Ballistic/Matter)  
Rate of Fire: 5 per turn

**Light Laser Cannon/ Missile Pod**

May use 1 mode/turn  
**Light Laser Cannon**  
Class: Laser  
Mode: 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

**Dog Fight Missile Launcher**  
Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +0/+0/+0  
Rate of Fire: 1/turn

**Heavy Missile 1 Shot Launcher**  
Class: Ballistic  
Missiles: 1  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1/turn



**Axial Defense Turret**  
Class: Laser  
Mode: Standard  
Damage: 1d10+2  
Range Penalty: -3 per Hex  
Fire Control: +0/+2/+6  
Intercept Rating: n/a  
Rate of Fire: 3 per turn

**Lt Turbo-Laser Cannon**  
Class: Laser  
Mode: Standard  
Damage: 1d10+3  
Range Penalty: -2 per Hex  
Fire Control: +1/+2/+5  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

**Md Turbo-Laser Cannon**  
Class: Laser  
Mode: Standard  
Damage: 1d10+7  
Range Penalty: -1 per Hex  
Fire Control: +3/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

**Quad-Laser Battery**  
Class: Laser  
Mode: Standard  
Damage: 2d10+5  
Range Penalty: -1 per 2 Hexes  
Fire Control: +4/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

**Hvy Double-Quad Turret**  
Class: Laser  
Mode: Pulse  
Damage: 3d10+5 1d5 times  
Maximum Pulses: 8  
Grouping Range: +1 per 4  
Range Penalty: -1 per 3 Hexes  
Fire Control: +4/+2/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

**Turbolaser Accelerator**  
Class: TurboLaser  
Mode: Standard  
Damage: 2x2d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns  
*SPECIAL: can fire at an accelerated ROF causing less damage, if given additional power, per below:  
1 per turn, +4 power total, 2x1d10+6  
1 per 2 turns, +6 power total, 2x2d10+4*

**Quad Laser Battery**  
Class: Laser  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 4 per turn

- Mdm Photon Bolt
- Hvy Photon Bolt
- Pulsar Turret
- Medium Hellwhip
- Heavy Hellwhip
- Short-Range X-ray laser
- Lt. Laser Turret
- ER Laser Battery
- Pulse Laser Battery
- Dual Naval Laser
- Long Lance
- Light Xraser
- Medium Xraser
- Light Xraser Array
- Medium Xraser Array
- Medium Gatling Xraser
- Lt Laser/ Missile Pod
- Axial Defense Turret
- Light Turbo-Laser
- Medium Turbo-Laser
- Quad Laser Battery
- Heavy Dbl-Quad Turret
- Turbolaser Accelerator
- Quad Laser Btty