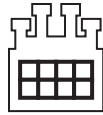


Laser Weapons

part 7



Dual Defense Turret
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+4
 Intercept Rating: -3
 Rate of Fire: 2 per turn



Quad Turbo Battery
 Class: Turbolaser
 Modes: Standard
 Damage: 2d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Heavy Turbolaser Btty
 Class: Ion + Laser
 Mode: Pulse
 Damage: 2d10+10 1d3 times
 Maximum Pulses: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Axial Defense Turret
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+5
 Intercept Rating: -3
 Rate of Fire: 3 per turn



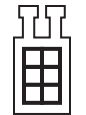
Quad Laser Cannon
 Class: Laser
 Modes: Pulse
 Damage: 1d10+2
 Max Pulses: 4
 Pulse Grouping: +1 per 3
 Range Penalty: -1 per hex
 Fire Control: +0/+2/+6
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d10
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: -1
 Rate of Fire: 1 per turn



Axial Defense Turret
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+5
 Intercept Rating: -3
 Rate of Fire: 3 per turn



Dual Turbolaser
 Class: Laser
 Modes: Pulse
 Damage: 12
 Max Pulses: 2
 Pulse Grouping: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Dual Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn



Lt Turbolaser Cannon
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10+2
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+0
 Intercept Rating: -2
 Rate of Fire: 1 per turn



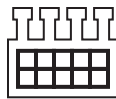
Heavy Dual Turbolaser
 Class: Laser
 Modes: Pulse
 Damage: 18
 Max Pulses: 2
 Pulse Grouping: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Quad Laser Turret
 Class: Turbolaser
 Mode: Standard
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+4
 Intercept Rating: -4
 Rate of Fire: 1 per turn



Turbolaser Cannon
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+0
 Intercept Rating: -1
 Rate of Fire: 1 per turn



Quad Turbolaser
 Class: Laser
 Modes: Pulse
 Damage: 12
 Max Pulses: 4
 Pulse Grouping: +1 per 3
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Geonosian Dual Laser Turret
 Class: Pulse Laser
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -1 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn



Dual Turbolaser Cannon
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+0
 Intercept Rating: -1
 Rate of Fire: 2 per turn



Light Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 1d10+3
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



Dual Turbolaser
 Class: Turbolaser
 Modes: Standard
 Damage: 2d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/+0
 Intercept Rating: -2
 Rate of Fire: 2 per turn



Dual Lt Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 2x 1d10+3
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



Heavy Turbolaser
 Class: Turbolaser
 Modes: Standard
 Damage: 3d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-4
 Intercept Rating: -3
 Rate of Fire: 1 per turn



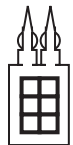
Heavy TLC Btty
 Class: Ion+Laser
 Mode: Pulse
 Damage: 1d10+6 1d3 times
 Maximum Pulses: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns



Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns



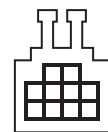
Hvy Turbolaser Cannon
 Class: Turbolaser
 Modes: Standard
 Damage: 1d10+7
 Range Penalty: -1 per hex
 Fire Control: +3/+1/+0
 Intercept Rating: -1
 Rate of Fire: 1 per turn



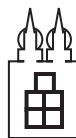
Double Heavy Turbo-Laser Cannon
 Class: Ion+Laser
 Mode: Standard
 Damage: 1d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: -2
 Rate of Fire: 2 per 2 turns



Twin Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 2x 1d10+7
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns



Turbolaser Battery
 Class: Turbolaser
 Modes: Standard
 Damage: 2d10+6
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn



Double Turbo-Laser Cannon
 Class: Ion+Laser
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 2 per 2 turns



Heavy Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 2d10+12
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+1/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

- Dual Defense Turret
- Axial Defense Turret
- Light Turbolaser Cannon
- Turbolaser Cannon
- Dual Turbolaser Cannon
- Dual Turbolaser
- Heavy Turbolaser
- Heavy Turbolaser Cannon
- Turbolaser Battery
- Quad Turbolaser Battery
- Quad Laser Cannon
- Dual Turbolaser
- Heavy Dual Turbolaser
- Quad Turbolaser
- Point Defense Battery
- Heavy TLC Battery
- Double Heavy Turbo-Laser Cannon
- Double Turbo-Laser Cannon
- Hvy Turbolaser Battery
- Laser Turret
- Dual Laser Turret
- Quad Laser Turret
- Geonosian Laser Turret
- Light Turbolaser
- Dual Lt Turbolaser
- Turbolaser
- Twin Turbolaser
- Hvy Turbolaser