

ENERGY WEAPONS : VEHICLE AND STRONGPOINT

2

BOLT CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light bolt cannon	20	S	7	None	+2	12
Medium bolt cannon	25	S	7	None	+2	13
Heavy bolt cannon	30	S	7	None	+2	14

ROTARY BOLT CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light rotary bolt cannon	20	R	7	4	+2	16
Medium rotary bolt cannon	25	R	7	5	+2	17
Heavy rotary bolt cannon	30	R	7	6	+2	18

CONVERSION BEAMS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light conversion beam	16	B	8	3	0	13
Medium conversion beam	24	B	8	4	0	15
Heavy conversion beam	32	B	8	5	0	17

Variable fire mode: the conversion beam fires as a **pulse** weapon with an attack factor of 7. All other characteristics are unchanged.

DISINTEGRATORS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light disintegrator	18	B	8	None	0	12
Medium disintegrator	27	B	8	None	0	14
Heavy disintegrator	36	B	8	None	0	17

Variable fire mode: the disintegrator fires as a **pulse** weapon with an attack factor of 7. All other characteristics are unchanged.

DISTORTION BEAMS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light distortion beam	15	B	8	2	0	12
Medium distortion beam	20	B	8	4	0	14
Heavy distortion beam	25	B	8	6	0	15

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FUSION CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light fusion cannon	18	S	8	4	+1	13
Medium fusion cannon	24	S	8	5	+1	15
Heavy fusion cannon	30	S	8	6	+1	16

ION CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light ion cannon	24	P	8	None	0	14
Medium ion cannon	30	P	8	None	0	15
Heavy ion cannon	36	P	8	None	0	17

LASER CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light laser cannon	20	B	7	None	+2	12
Medium laser cannon	25	B	7	None	+2	13
Heavy laser cannon	30	B	7	None	+2	14

MASER CANNON	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light maser cannon	20	P	7	None	0	13
Medium maser cannon	25	P	7	None	0	14
Heavy maser cannon	30	P	7	None	0	15

PARTICLE BEAMS	Range factor	Rate of fire	Attack factor	Effect area	Detection effect	Cost
Light particle beam	10	B	8	None	+1	10
Medium particle beam	20	B	8	None	+1	13
Heavy particle beam	30	B	8	None	+1	15

Variable fire mode: the particle beam fires as a **pulse** weapon with an attack factor of 7. All other characteristics are unchanged.