

<b>BEAM WEAPONS</b>	<b>Ware Type</b>	<b>Damage Value [Average]</b>	<b>Firing Modes</b>	<b>Ammo</b>	<b>Range</b>	<b>Complexity/GP</b>	<b>Notes</b>
Battle Laser	—	3d10 +4 <b>[21]</b>	SA/BF/FA	50	150	Maj/R/3	Fixed, Long
Hand Laser	CH	1d10 + 1d6 <b>[9]</b>	SA	10	75	Mod/R/2	
Laser Pulser (Lethal)	—	2d10 + 2 <b>[13]</b>	SA/BF/FA	30	100	Mod/R/2	Knockdown, Long, Two-Handed
Laser Pulser (Stun)	—	1d6 <b>[3]</b>	SS				Area Effect (uniform, 1 m), Long, Shock, Two-Handed
MW Agonizer (Pain)	—	—	SA	20	15	Mod/2	Pain
MW Agonizer (Roast)	—	2d10 <b>[11]</b>	SS				DV only affects biomorphs, Armor-Piercing, Pain
Particle Beam Bolter	—	2d10 + 6 <b>[17]</b>	SA/BF	25	50	Maj/R/3	Knockdown, Long, Two-Handed
Stunner	—	1d6 <b>[3]</b>	SA	12	50	Mod/2	Shock