

High Energy Xaser (HEX)Weapon

This weapon was designed by [NovaCorp](#), it was then refreshed and produced by [Motoyoshi Fleet Yards](#) as of [YE 29](#).

High Energy Xaser (HEX) Weapon	
Designer	Motoyoshi Fleet Yards
Nomenclature	Discontinued Product, No Nomenclature Found
Manufacturer	Motoyoshi Fleet Yards
Fielded by	Star Army of Yamatai and United Outer Colonies Peacekeeping Forces
Production	Discontinued Product
Damage Rating	Damage Rating (Version 3) Tier 11
Price	Negotiated

Legacy Product Information

[Motoyoshi Fleet Yards](#) was acquired by the [Yugumo Corporation](#) in [YE 41](#). These systems were deployed in vessels produced prior to that year and have been discontinued. Product Source is currently salvage and stockpiled stock and is no longer being produced. Please contact the [Yugumo Corporation](#) for more information.

About the HEX Weapon

The weapon fires photons in a tight beam, like a 'laser', yet into the extreme end of the electromagnetic spectrum, in the area reserved into the area of gamma and cosmic ways. Indeed the term 'HEX' is not particularly correct but retained due to aesthetic purposes. The energy is highly penetrating and especially damaging to circuits and organics. The turrets take the form of smooth domes with only a gentle incline from the hull.

Statistics

The General Statistics for This Weapon are:

- Primary Purpose: Anti-fighter, Anti-Mecha.
- Secondary Purpose: Anti-ship.
- [Damage Rating \(Version 3\)](#) Tier 11, Medium Anti-Starship
- Range: 4 AU (takes 32 minutes to reach the destination at a max distance).
- Payload Effectively infinite as long as the generators are activated.
- Rate of Fire: One beam lasting two seconds with a one-second interval between beams

OOC Notes

- Original Author Unknown
- Unable to find Approval Thread
- Was updated for historical and formatting purposes by [Andrew](#) on 1/4/2021.

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