


# Beam Eyes

Beam Eyes are the Elysian equivalent to a basic turret and appear to be a bulge on the surface of a ship which look vaguely like eyes. These garner complete coverage of all angles and fire a transphased high energy electro-magnetic beam of significant power which can phase through shields.

- Primary Purpose: Anti-Torpedo/Fighter/Mecha, Anti-Missile
- Secondary Purpose: Anti-starship
- Damage: MDR 3 (DRv2)  needs DRv3
- Range: 1,200,000 km (4 lightseconds)
- Payload Effectively unlimited while the power generation systems are functioning.

## OOC Notes

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