

# Broadside Laser Battery

The Broadside Laser Battery is the younger cousin of the [Broadside Plasma Battery](#), and was designed to serve on smaller vessels such as destroyers or to help compliment the plasma batteries on larger ships. It resemble a four barreled turret, which increases its firing rate over that of the plasma battery though at lower damages.

The weapon first appeared in EE001-v([YE 35](#)).

## Details

The Laser Battery was designed to serve as a reactionary weapon system to sudden attacks on a ship, by presenting as much firepower in one direction as possible. Unlike the plasma battery that it was based off of, it doesn't have the same level of damage potential due to it being a high energy laser but makes up for it by having a much faster rate of fire and range increases. While this lower damage might mean that it won't strip a ship of its shields in the first volley, over time the damage can accumulate.

Like most Neshaten based weaponry, it has two different fire modes. One is a pulse fire mode, and the other is a concentrated stream mode.

## Details

Class: Anti-ship/fighter Type: Weapon Designers: [Yuina'cema Merchant Family](#) Manufacturer: [Yuina'cema Merchant Family](#), Military Dockyards

## Specifications

Max Range (space): 1 light second, 300,000 kilometers Max Range (atmosphere): 800 kilometers

Rate of Fire:

- Pulse Mode: Once every two seconds
- Beam Mode: can fire a concentrated beam for up to forty seconds.

## Modes

### Pulse Mode

Pulse Mode is a type of firing mode for the cannon that allows it to fire a bolt of high-energy lasers once every two seconds for a total of thirty shots per minute.

If Concentrated Mode has been fired, then it'll take two minutes before Pulse Mode can be used.

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

**Purpose:** Tier 8

## Concentrated Mode

Concentrated Mode is where a beam of high energy laser is fired out of the four barrels for a grand total of forty seconds, this can result in a higher damage output at the risk of overheating the turrets heat-sinks; although this can be compensated by having additional heat-sinks built into the weapon.

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

**Purpose:** Tier 8

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