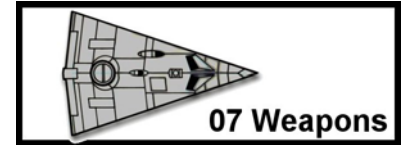


# Space Weapons

Space weapons are the offensive tools of starships and spacecraft. They are produced in a variety of types and tech levels. Create weapons as needed from this page.



## SPACE WEAPON DESCRIPTION

|                                                                                  |                                            |
|----------------------------------------------------------------------------------|--------------------------------------------|
| Model                                                                            | LongName = Stage Range Mount Type-TL (C+S) |
|                                                                                  |                                            |
| The basic information required to <u>describe</u> and <u>use</u> a space weapon. |                                            |

## IDENTIFYING SPACE WEAPONS

|                               |       |       |      |     |       |
|-------------------------------|-------|-------|------|-----|-------|
| R= or S=                      |       |       |      |     |       |
| Stage                         | Range | Mount | Type | -TL | (C+S) |
| <b>Adv LR T1 Msl -11 (10)</b> |       |       |      |     |       |

## SPACE WEAPON TYPES

| Space Weapon                  | TL | Minimum        | R= | S= | MCR |
|-------------------------------|----|----------------|----|----|-----|
| <b>A</b> Particle Accelerator | 11 | Barbette       | 7* | 7* | 2.5 |
| <b>B</b> Slug Thrower         | 9  | Turret         | 7  |    |     |
| <b>C</b> CommCaster           | 8  | Turret         |    | 7  |     |
| <b>D</b> DataCaster           | 10 | Turret         | 7  |    |     |
| <b>E</b> Stasis               | 19 | Turret         | 7  |    |     |
| <b>F</b> Fusion Gun           | 12 | Barbette       | 7  |    | 1.5 |
| <b>G</b> Meson Gun            | 13 | Main           |    | 7  | 5.0 |
| <b>H</b> Inducer              | 18 | Turret         | 7  |    |     |
| <b>I</b> --- not used ---     |    |                |    |    |     |
| <b>J</b> Mining Laser         | 8  | Turret         | 7  |    | 0.5 |
| <b>K</b> Pulse Laser          | 9  | Turret         | 7  |    | 1.0 |
| <b>L</b> Beam Laser           | 10 | Turret         | 7  |    | 0.5 |
| <b>M</b> Missile              | 8  | Turret         |    | 7  | 0.2 |
| <b>N</b> KK Missile           | 10 | Bay            |    | 7  | 3.0 |
| <b>O</b> --- not used ---     |    |                |    |    |     |
| <b>P</b> Plasma Gun           | 10 | Barbette       | 7  |    | 1.0 |
| <b>Q</b> Ortilery             | 12 | Bay            | 7  |    |     |
| <b>R</b> Rail Gun             | 12 | Bay            |    | 5  |     |
| <b>S</b> SandCaster           | 9  | Turret         | 7  |    | 0.1 |
| <b>T</b> Jump Damper          | 14 | Barbette       | 7  |    |     |
| <b>U</b> Tractor/Pressor      | 15 | Barbette       | 7  |    |     |
| <b>V</b> Salvo Rack           | 10 | Bay            |    | 7  |     |
| <b>W</b> Disruptor            | 17 | Barbette       | 7  |    |     |
| <b>X</b> Hybrid K-S-M         | 9  | Triple Turret* | 7  |    | 1.5 |
| <b>Y</b> Hybrid L-S-M         | 10 | Triple Turret* | 7  |    | 1.0 |
| <b>Z</b>                      |    |                |    |    |     |

Minimum= minimum required mount for this weapon.

\* Particle Accelerator uses S= in Space Attacks.

\* Only available in this Mount.

## C+S CHARACTERISTIC PLUS SKILL

|       |                                                                                                                                                                                 |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Char  | Use C4 or C5.                                                                                                                                                                   |
| Skill | Use Skill= Gunner plus Knowledge= Turrets, Bays, Ortilery, or Spines (includes Main).<br>Nuclear Missiles requires Heavy Weapons + WMD in place of any other Skills/Knowledges. |

## SPACE WEAPON MOUNTS

|             | Mount Type    | Tons                         | Mod | Hits | Skill  | MCR  |
|-------------|---------------|------------------------------|-----|------|--------|------|
| <b>T1</b>   | Single Turret | 1                            | - 3 | 1    | Turret | 0.2  |
| <b>T2</b>   | Dual Turret   | 1                            | - 2 | 2    | Turret | 0.5  |
| <b>T3</b>   | Triple Turret | 1                            | - 1 | 3    | Turret | 1.0  |
| <b>T4</b>   | Quad Turret   | 1                            |     | 4    | Turret | 1.5  |
| <b>B1</b>   | Barbette      | 3                            | 0   | 3    | Turret | 3.0  |
| <b>B2</b>   | Dual Barbette | 3                            | +2  | 5    | Turret | 4.0  |
| <b>De</b>   | Deployable    | +2                           |     |      | Turret | 3.0  |
| <b>Bay</b>  | Bay           | 50                           | +5  | 10   | Bay*   | 5.0  |
| <b>LBay</b> | Large Bay     | 100                          | +8  | 20   | Bay*   | 10.0 |
| <b>M</b>    | Main          | 200                          | +10 | 30   | Spine  | 20.0 |
| <b>S</b>    | Spine         | Not available for ACS ships. |     |      |        |      |

\*Ortilery and Rail Gun governed by Skill= Ortilery.

**Hardpoints.** One mount per 100 tons of ship.

**Deployable.** In addition to Turret or Barbette costs.

## STAGE EFFECTS

(applies to Weapon)

|           | Stage         | TL  | QREBS   | Mod  | Tons | Cost   |
|-----------|---------------|-----|---------|------|------|--------|
| <b>Ex</b> | Experimental* | - 3 |         | Full | -4   | +3 +10 |
| <b>Pr</b> | Prototype**   | - 2 | 3 of 5  | -3   |      | +2 +3  |
| <b>Er</b> | Early         | - 1 | 1 of 5  |      |      | +2     |
|           | (Standard)    | +0  |         |      |      |        |
| <b>Im</b> | Improved      | +1  | +1 of 5 |      |      |        |
| <b>Ad</b> | Advanced      | +2  | +3 of 5 | +1   |      |        |

Install added tons adjacent to the Mount.

## WEAPON RANGE EFFECTS S=

(applies to Mount)

| S=           | Range         | TL  | Ton<br>s | Cost       |
|--------------|---------------|-----|----------|------------|
| <b>2 FR</b>  | Fighter Range | - 2 |          | /2         |
| <b>5 SR</b>  | Short Range   | - 1 |          | /2         |
| <b>7 AR</b>  | Attack Range  | 0   |          | (standard) |
| <b>9 LR</b>  | Long Range    | +1  | +2       | x3         |
| <b>12 DS</b> | Deep Space    | +2  | +3       | x5         |

Applies to Bays, Large Bays, and Mains

## WEAPON RANGE EFFECTS R=

(applies to Mount)

| R=          | Range             | TL  | Tons | Cost       |
|-------------|-------------------|-----|------|------------|
| <b>5 VI</b> | Vlong 1000 m      | - 2 |      | /2         |
| <b>6 D</b>  | Distant 5 km      | - 1 |      | /2         |
| <b>7 Vd</b> | Vdistant 50 km    | +0  |      | (standard) |
| <b>8 Or</b> | Orbit 500 km      | +1  | +2   | x3         |
| <b>9 Fo</b> | Far Orbit 5000 km | +2  | +3   | x5         |
| <b>10 G</b> | Geo 50,000 km     | +3  | +4   | x8         |

Applies to Turrets and Barbettes

