



Weapon Attacks-1

Space Weapons may attack previously detected targets which are at ranges allowed by this chart.

Weapons Near Worlds

NEAR WORLD BIG WEAPONS			1000 m	5 km	50 km	500 km	5000km	50,000 km
		Contact	Vlong	Distant	Vdistant	Orbit	Far Orbit	Geo
S=	Space Ranges		B	1	2	3	4	5
			Boarding	Fighter Range		Short Range		
	A 11 PA (see Note)							
	C 8 CommCaster							
	G 13 Meson Gun							
	M 8 Missile			[- - - - AM Mode - - - -]		Resolved In Next Turn		
	N 10 KKM					Resolved In Next Turn		
	R 12 Rail Gun					Resolved In Next Turn		
	V 10 Salvo Rack			[- - - - AM Mode - - - -]		Resolved In Next Turn		

NEAR WORLD SMALL WEAPONS		Contact	1000 m	5 km	50 km	500 km	5000km	50,000 km
			Vlong	Distant	Vdistant	Orbit	Far Orbit	Geo
R=	World Ranges>		5	6	7	8	9	10
TL	Weapon		Boarding	Fighter Range		Short Range		
B 8	Slug Launcher	[- - - - - AM Mode - - - - -]						
D 10	DataCaster	[- - - - - AM Mode - - - - -]						
E 19	Stasis	[- - - - - AM Mode - - - - -]						
F 10	Fusion Gun	[- - - - - AM Mode - - - - -]						
H 18	Jump Inducer							
J 8	Mining Laser	[- - - - - AM Mode - - - - -]						
K 9	Pulse Laser	[- - - - - AM Mode - - - - -]						
L 10	Beam Laser	[- - - - - AM Mode - - - - -]						
P 10	Plasma Gun	[- - - - - AM Mode - - - - -]						
Q 12	Ortillery							
S 9	SandCaster	[- - - - - AL Mode - - - - -]						
T 14	Jump Damper	Creates 100D Field						
U 15	Tractor/Pressor							
W 16	Disruptor	[- - - - - AM Mode - - - - -]						
X 9	Hybrid K-S-M	[- - - - - AB AM Mode - - - - -]						
Y 9	Hybrid L-S-M	[- - - - - AB AM Mode - - - - -]						

Weapons On this Chart Do Not Reach Beyond R=10

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|||||= Attack Not Possible.

Particle Accelerators: Use S= for Space Targets; use R= for targets in Atmosphere.

