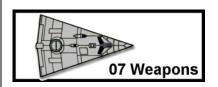
Space Weapons

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)
	Adv	LR T1 N	/IsI -11	(10)	

SPACE WEAPON TYPES

B Slug Thrower 9 Turret 7 C CommCaster 8 Turret 7 D DataCaster 10 Turret 7 E Stasis 19 Turret 7 F Fusion Gun 12 Barbette 7 1. G Meson Gun 13 Main 7 5. H Inducer 18 Turret 7 1. I not used 3 Turret 7 0. K Pulse Laser 8 Turret 7 0. M Missile 8 Turret 7 0. M Missile 8 Turret 7 0. N KK Missile 10 Bay 7 3. O not used P Plasma Gun 10 Barbette 7 1. Q Ortillery 12 Bay 5 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0. T Jump Damper <th></th> <th>Space Weapon</th> <th>TL</th> <th>Minimum</th> <th>R=</th> <th>S=</th> <th>MCr</th>		Space Weapon	TL	Minimum	R=	S=	MCr
C CommCaster 8 Turret 7 D DataCaster 10 Turret 7 E Stasis 19 Turret 7 F Fusion Gun 12 Barbette 7 1 G Meson Gun 13 Main 7 5 5 H Inducer 18 Turret 7 1 I not used 3 Turret 7 0 K Pulse Laser 8 Turret 7 0 K Pulse Laser 9 Turret 7 0 M Missile 8 Turret 7 0 M KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 5 5 R Rail Gun 12 Bay 5 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7	Α	Particle Accelerator	11	Barbette	7*	7*	2.5
D DataCaster 10 Turret 7 E Stasis 19 Turret 7 F Fusion Gun 12 Barbette 7 1. G Meson Gun 13 Main 7 5. H Inducer 18 Turret 7 1. I not used 3 Turret 7 0. K Pulse Laser 9 Turret 7 1. L Beam Laser 10 Turret 7 0. M Missile 8 Turret 7 0. N KK Missile 10 Bay 7 3. O not used P Plasma Gun 10 Barbette 7 1. Q Ortillery 12 Bay 5 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0. T Jump Damper 14 Barbette 7 V Salvo Rack 10 Bay 7 W	В	Slug Thrower	9	Turret	7		
E Stasis 19 Turret 7 F Fusion Gun 12 Barbette 7 1 G Meson Gun 13 Main 7 5 H Inducer 18 Turret 7 1 I not used Image: Control of the	С	CommCaster	8	Turret		7	
F Fusion Gun 12 Barbette 7 1 G Meson Gun 13 Main 7 5 H Inducer 18 Turret 7 1 I not used 8 Turret 7 0 K Pulse Laser 9 Turret 7 0 K Pulse Laser 9 Turret 7 0 M Missile 8 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7	D	DataCaster	10	Turret	7		
G Meson Gun 13 Main 7 5 H Inducer 18 Turret 7 I not used 3 Turret 7 0 K Pulse Laser 9 Turret 7 1 L Beam Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1	Е	Stasis	19	Turret	7		
H Inducer 18 Turret 7 I not used 8 Turret 7 0 K Pulse Laser 9 Turret 7 0 K Pulse Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 <td>F</td> <td>Fusion Gun</td> <td>12</td> <td>Barbette</td> <td>7</td> <td></td> <td>1.5</td>	F	Fusion Gun	12	Barbette	7		1.5
I not used J Mining Laser 8 Turret 7 0 K Pulse Laser 9 Turret 7 1 L Beam Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 7 R Rail Gun 12 Bay 5 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	G	Meson Gun	13	Main		7	5.0
J Mining Laser 8 Turret 7 0 K Pulse Laser 9 Turret 7 1 L Beam Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	Н	Inducer	18	Turret	7		
K Pulse Laser 9 Turret 7 1 L Beam Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used 1	I	not used					
L Beam Laser 10 Turret 7 0 M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	J	Mining Laser	8	Turret	7		0.5
M Missile 8 Turret 7 0 N KK Missile 10 Bay 7 3 O not used P 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	Κ	Pulse Laser	9	Turret	7		1.0
N KK Missile 10 Bay 7 3 O not used P Plasma Gun 10 Barbette 7 1 Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	L	Beam Laser	10	Turret	7		0.5
O not used P Plasma Gun 10 Barbette 7 1. Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0. T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	М	Missile	8	Turret		7	0.2
P Plasma Gun 10 Barbette 7 1. Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0. T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	Ν	KK Missile	10	Bay		7	3.0
Q Ortillery 12 Bay 7 R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	0	not used					
R Rail Gun 12 Bay 5 S SandCaster 9 Turret 7 0. T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1. Y Hybrid L-S-M 10 Triple Turret* 7 1.	Р				1.0		
S SandCaster 9 Turret 7 0 T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	Q						
T Jump Damper 14 Barbette 7 U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	R	Rail Gun	12	Bay		5	
U Tractor/Pressor 15 Barbette 7 V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	S	SandCaster	9	Turret	7		0.1
V Salvo Rack 10 Bay 7 W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	Т	Jump Damper	Jump Damper 14 Barbette 7				
W Disruptor 17 Barbette 7 X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	U	Tractor/Pressor					
X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	٧	Salvo Rack	10	Bay		7	
X Hybrid K-S-M 9 Triple Turret* 7 1 Y Hybrid L-S-M 10 Triple Turret* 7 1	W	Disruptor	17	Barbette	7		
	Χ		9	Triple Turret*	7		1.5
	Υ	Hybrid L-S-M	10	Triple Turret*	7		1.0
L	Ζ						

Minimum= minimum required mount for this weapon.

C+S CHARACTERISTIC PLUS SKILL

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

SPACE WEAPON MOUNTS

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

*Ortillery and Rail Gun governed by Skill= Ortillery. **Hardpoints.** One mount per 100 tons of ship. **Deployable.** In addition to Turret or Barbette costs.

STAGE EFFECTS		(applie	s to W	eapon)
Stage	TL	QREBS	Mod	Tons	Cost
Ex Experimental*	- 3	Full	-4	+3	+10
Pr Prototype**	- 2	3 of 5	-3	+2	+3
Er Early	- 1	1 of 5			+2
(Standard)	+0				
Im Improved	+1	+1 of 5			
Ad Advanced	+2	+3 of 5	+1		
Install added tons adjace	ent to	the Moun	ıt.		

WEA	WEAPON RANGE EFFECTS S= (applies to Mount)							
S=		Range	TL	Ton s	Cost			
2	FR	Fighter Range	- 2	/3	/2			
5	SR	Short Range	- 1	/2	/2			
7	AR	Attack Range	0	(st	andard)			
9	LR	Long Range	+1	x2	х3			
		Deep Space	+2	х3	х5			
App	Applies to Bays, Large Bays, and Mains							

٧	VEA	PON	RANGE EFFECTS	(applies to	Mount)	
R= Ran			Range	TL	Tons	Cost
	5	VI	Vlong 1000 m	- 2	/3	/2
	6	D	Distant 5 km	- 1	/2	/2
	7	Vd	Vdistant 50 km	+0	(st	andard)
	8	Or	Orbit 500 km	+1	x2	х3
	9	Fo	Far Orbit 5000 km	+2	х3	х5
	10	G	Geo 50,000 km	+3	x4	x8

Applies to Turrets and Barbettes





^{*} Particle Accelerator uses S= in Space Attacks.

^{*} Only available in this Mount.