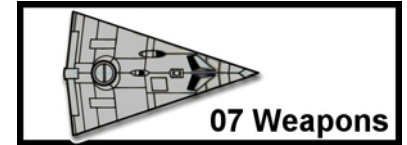


# Space Weapons

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 describe and use 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). 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	Tons	Cost
<b>2 FR</b>	Fighter Range	- 2	/3	/2
<b>5 SR</b>	Short Range	- 1	/2	/2
<b>7 AR</b>	Attack Range	0	(standard)	
<b>9 LR</b>	Long Range	+1	x2	x3
<b>12 DS</b>	Deep Space	+2	x3	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	/3	/2
<b>6 D</b>	Distant 5 km	- 1	/2	/2
<b>7 Vd</b>	Vdistant 50 km	+0	(standard)	
<b>8 Or</b>	Orbit 500 km	+1	x2	x3
<b>9 Fo</b>	Far Orbit 5000 km	+2	x3	x5
<b>10 G</b>	Geo 50,000 km	+3	x4	x8

Applies to Turrets and Barbettes

