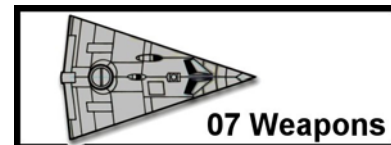


Space Weapons

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)
Adv LR T1 Msl -11 (10)					

SPACE WEAPON TYPES

Space Weapon	TL	Minimum	R=	S=	MCR
A Particle Accelerator	11	Barbette	7*	7*	2.5
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		1.5
G Meson Gun	13	Main		7	5.0
H Inducer	18	Turret	7		
I --- not used ---					
J Mining Laser	8	Turret	7		0.5
K Pulse Laser	9	Turret	7		1.0
L Beam Laser	10	Turret	7		0.5
M Missile	8	Turret		7	0.2
N KK Missile	10	Bay		7	3.0
O --- not used ---					
P Plasma Gun	10	Barbette	7		1.0
Q Ortilery	12	Bay	7		
R Rail Gun	12	Bay		5	
S SandCaster	9	Turret	7		0.1
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		1.5
Y Hybrid L-S-M	10	Triple Turret*	7		1.0
Z					

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
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	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
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 adjacent to the Mount.

WEAPON RANGE EFFECTS S=

(applies to Mount)

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

Applies to Bays, Large Bays, and Mains

WEAPON RANGE EFFECTS R=

(applies to Mount)

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

Applies to Turrets and Barbettes

