



Space Weapons

The brief, basic details and descriptions of available space weapons are shown here.

Space Weapons

SPACE WEAPONS

Type	TL	Mount
A PAW	11	B1
B Slug Thrower	9	T1
C CommCaster	8	T1
D DataCaster	10	T1
E Stasis	19	T1
F Fusion Gun	12	B1
G Meson Gun	13	Main
H Inducer	18	T1
I --- not used ---		
J Mining Laser	8	T1
K Pulse Laser	9	T1
L Beam Laser	10	T2
M Missile	8	T1
N KK Missile	10	Bay
O --- not used ---		
P Plasma Gun	10	B1
Q Ortilery	12	Bay
R Rail Gun	12	Bay
S SandCaster	9	T1
T Jump Damper	14	B1
U Tractor/Pressor	15	B1
V Salvo Rack	10	Bay
W Disruptor	17	B1
X Hybrid K-S-M	9	T3
Y Hybrid L-S-M	10	T3
Z		

SPACE WEAPON MOUNTS

Mount	Type	Skill
T1	Single Turret	Turret
T2	Dual Turret	Turret
T3	Triple Turret	Turret
T4	Quad Turret	Turret
B1	Barbette	Turret
B2	Dual Barbette	Turret
De	Deployable	Turret
Bay	Bay	Bay*
LBay	Large Bay	Bay*
M	Main	Spine

*Ortilery and Rail Gun governed by Skill= Ortilery.

Deployable. In addition to Turret or Barbette costs.

A PARTICLE ACCELERATOR

Particle Accelerators project subatomic particles in focused beams. Interaction with the target produces physical and radiation damage.

Charged particles travel well in atmosphere but poorly in space. Neutral particles travel well in space but poorly in atmosphere. Particle Accelerators are able to switch their output depending on the target. A PA attacking in space uses S= Space Ranges; attacking targets in atmosphere use R= World Ranges.

A Particle Accelerator. Base TL=11. Minimum Mount= Barbette.

B SLUG THROWER

Slug Throwers are heavy duty Guns or Gatlings firing Missile-2 slugs.

B Slug Thrower. Base TL= 9. Minimum Mount= Single Turret. May be used in Anti-Missile Mode.

C COMMCASTER

CommCasters are dedicated information and communications links between the ships. Any ship with a CommCaster can share all of its sensor data with any other ship also equipped with a CommCaster (subject to lightspeed delay).

Ships with CommCaster can participate in Battery Fire.

C CommCaster. Base TL= 8. Minimum Mount = Single Turret.

D DATACASTER

DataCasters are offensive weapons broadcasting or beamcasting petabytes of information at or against enemy sensors and communicators.

DataCasters pursue three strategies: they attempt to spook or overload sensors, they attempt to introduce viruses into onboard systems through flaws in sensor inputs, and they transmit tailored psychological messages and propaganda.

D DataCaster. Base TL= 10. Minimum Mount = Single Turret. May be used in Anti-Missile Mode.

E STASIS PROJECTOR

A Stasis Projector imposes a series of Stasis Fields (varying in size from 1 cm to 1.5 m) along a line from its projector. The fields tend to form around objects; all molecular activity within the field is suspended; time stands still within an active field. The field remains in effect until released. When the field is released, its contents continue unaffected.

However, their connections with the rest of the ship have been severed. The result is a crippling effect on the component.

E Stasis Projector. Base TL= 19. Minimum Mount= Single Turret. May be used in Anti-Missile Mode.

F FUSION GUN

Fusion Guns fire beams of super-heated plasma at their targets and cause damage by their intense heat and kinetic energy. Fusion Guns operate at higher temperatures than Plasma Guns (in which the plasma actually undergoes fusion).

F Fusion Gun. Base TL = 12. Minimum Mount= Barbette.

May be used in Anti-Missile Mode.

G MESON GUN

Meson Guns create Muons and charged Pions and project them in focused beams at near lightspeed toward a target. The speed is calculated to promote particle decay inside the target. The ultimate decay products (electrons and photons) inflict internal damage, having bypassed most defenses.

G Meson Gun. Base TL= 13. Minimum Mount= Main Weapon.

H JUMP INDUCER

A Jump Inducer projects a field which initiates Jump on a target component. The raw nature of the attack almost always creates a Misjump: transporting the target to a random location, usually in pieces.

A Jump Inducer requires a Jump Drive installed on its ship.

H Jump Inducer. Base TL= 18. Minimum Mount= Single Turret.