Space Weapons

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

J MINING LASER

The Mining Laser is an industrial strength Laser system created for asteroid mining. It primary use is slicing nickel iron asteroids at relatively close ranges.

J Mining Laser. Base TL= 8. Minimum Mount= Single Turret.

May be used in Anti-Missile Mode.

K PULSE LASER

Laser weapons fire concentrated beams of energy at their targets and cause damage through intense heat.

The Pulse Laser is a weaponized Mining Laser with improved power and range. It fires in intermittent pulses rather than continuous beams.

K Pulse Laser. Base TL= 9. Minimum Mount= Single Turret.

May be used in Anti-Missile Mode.

L BEAM LASER

The Beam Laser is the standard starship Laser weapon. It fires in continuous beams to inflict greater damage.

L Beam Laser. Base TL= 10. Minimum Mount= Single Turret.

May be used in Anti-Missile Mode.

M MISSILE

Missile systems launch Size-5 (roughly person size) Missiles at targets. The Missile itself (independently described) travels to the target and inflicts damage.

M Missile Launcher (or just Missile). Base TL= 8. Minimum Mount = Single Turret.

May be used in Anti-Missile Mode.

N KINETIC KILL MISSILE

The KK Missile Launcher is a dedicated Launcher for Size-6 (roughly vehicle size) missiles. The Missile itself (independently described) travels to the target and inflicts damage.

N KK Missile Launcher (or just KK Missile). Base TL= 10. Minimum Mount = Bay.

May be used in Anti-Missile Mode.

P PLASMA GUN

Plasma Guns fire beams of super-heated plasma at their targets and cause damage by their intense heat and kinetic energy (but the temperatures do not reach fusion levels).

P Plasma Gun. Base TL = 10. Minimum Mount= Barbette.

May be used in Anti-Missile Mode.

Q ORTILLERY

Ortillery (Orbital Artillery) systems launch a variety of Deadfall Ordnance (unpowered Size 4-5-6 Missiles) from near planet locations for attacks against world surface targets.

Q Ortillery. Base TL = 12. Minimum Mount= Bay.

R RAIL GUN

Rail Guns launch a variety of Size-6 Missiles at strategic world surface and orbital targets.

Rail Guns operate in remote regions of a system (usually planetoid belts or small moons) where they fabricate the bodies of their Missiles on-site (hardly more than slabs or billets of nickel-iron) and add guidance systems.

R Rail Gun. Base TL = 12. Minimum Mount= Bay.

S SANDCASTER

Sandcasters project clouds of sand (small crystalline particles) which obstruct incoming beam weapons.

Sandcaster is not technically a weapon; it is a defense.

S Sandcaster. Base TL= 9. Minimum Mount= Single Turret.

May be used in Anti-Laser Mode.

T JUMP DAMPER

A Jump Damper inflates the Diameter effect of a ship; ships within this enlarged field are prevented from initiating jump.

Although the system is mounted in a Barbette, its effect is spherical centered on the ship.

T Jump Damper. Base TL= 14. Minimum Mount= Barbette.

U TRACTOR/PRESSOR

Tractors and Pressors (they are reversed polarity versions of the same thing) are grav based remote manipulators. Each is capable of applying pressure (tractors pull an object toward it; pressors push an object away from it; each is capable of applying some lateral pressure).

U Tractor/Pressor. Base TL= 15. Minimum Mount= Barbette.

V SALVO RACK

A salvo Rack launches groups (salvos) of Size-3 missiles at a target.

V Salvo Rack. Base TL= 10. Minimum Mount = Bay.

W DISRUPTOR

The Disruptor suppresses the charge on the electron, breaking the chemical bonds which create molecules. The process creates a positively charged cloud of atomic nuclei which rapidly expands.

The (suppressed charge) neutral electrons regain their charge once out of the Disruptor beam and reattach to the positively charged nuclei.

Disruptors boil off armor in layers.

W Disruptor. Base TL= 16. Minimum Mount= Barbette.

X HYBRID K-S-M

Hybrid-X is a triple turret equipped with a Pulse Laser, a SandCaster, and a Missile Launcher.

In any turn, the turret may use any one of its weapons; the other two are not available

X Hybrid K-S-M. Base TL = 9. Required Mount= Triple Turret.

Y HYBRID L-S-M

Hybrid-Y is a triple turret equipped with a Beam Laser, a SandCaster, and a Missile Launcher.

In any turn, the turret may use any one of its weapons; the other two are not available.

X Hybrid K-S-M. Base TL = 10. Required Mount= Triple Turret.