



Weapon Attacks-1

Space Weapons may attack previously detected targets which are at ranges allowed by this chart.

Weapons Near Worlds

NEAR WORLD BIG WEAPONS		1000 m	5 km	50 km	500 km	5000km	50,000 km
		Contact	Vlong	Distant	Vdistant	Orbit	Far Orbit
S= Space Ranges		B	1	2	3	4	5
		Boarding	Fighter Range		Short Range		
A 11	PA (see Note)						
C 8	CommCaster						
G 13	Meson Gun						
M 8	Missile			[- - - - AM Mode - - - -]	Resolved In Next Turn		
N 10	KKM				Resolved In Next Turn		
R 12	Rail Gun				Resolved In Next Turn		
V 10	Salvo Rack			[- - - - AM Mode - - - -]	Resolved In Next Turn		

NEAR WORLD SMALL WEAPONS		Contact	1000 m	5 km	50 km	500 km	5000km	50,000 km
			Vlong	Distant	Vdistant	Orbit	Far Orbit	Geo
R= World Ranges>			5	6	7	8	9	10
TL	Weapon		Boarding	Fighter Range		Short Range		
B 8	Slug Launcher	[- - - - - AM Mode - - - - -]						
D 10	DataCaster	[- - - - - AM Mode - - - - -]						
E 19	Stasis	[- - - - - AM Mode - - - - -]						
F 10	Fusion Gun	[- - - - - AM Mode - - - - -]						
H 18	Jump Inducer							
J 8	Mining Laser	[- - - - - AM Mode - - - - -]						
K 9	Pulse Laser	[- - - - - AM Mode - - - - -]						
L 10	Beam Laser	[- - - - - AM Mode - - - - -]						
P 10	Plasma Gun	[- - - - - AM Mode - - - - -]						
Q 12	Ortillery							
S 9	SandCaster	[- - - - - AL Mode - - - - -]						
T 14	Jump Damper		Creates 100D Field					
U 15	Tractor/Pressor							
W 16	Disruptor	[- - - - - AM Mode - - - - -]						
X 9	Hybrid K-S-M	[- - - - - AB AM Mode - - - - -]						
Y 9	Hybrid L-S-M	[- - - - - AB AM Mode - - - - -]						

Weapons On this Chart Do Not Reach Beyond R=10

|||||= Attack Not Possible.

Particle Accelerators: Use S= for Space Targets; use R= for targets in Atmosphere.

