

Weapons

Weapon Systems

Name - **Weapon Systems**

Type - WeaponSystem

Function - Consume

Hard Points - 5

Integrity - 500

Minimum - 0

Tolerance - 0

Optimal - 1000

Maximum - 1000

Charge - 5

Bleed - 10

Name - **Weapon Systems F1**

Type - WeaponSystem

Function - Consume

Hard Points - 2

Integrity - 50

Minimum - 0

Tolerance - 0

Optimal - 200

Maximum - 200

Charge - 2

Bleed - 10

Cannons

Missile Systems

Shields

Components : [Power](#) | [Movement](#) | **[Weapons](#)** | [Other](#)

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