

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

All Cannons are Type - Weapon and Function - Store. All Cannons get their energy from the Weapon System, so the Optimal, Max, Charge, and Bleed are ignored. They are replaced by Energy and Recycle which are how much energy the weapon draws from the weapon system and how quickly it charges respectively.

Component Name	APG	GPG	ION	ION E6	PHOTON	PR18	PULSE	PULSE ER	PULSE II
Company									
Hard Points	1	1	1	1	1	1	1	1	1
Integrity	20	20	20	20	20	20	20	20	20

Component Name	APG	GPG	ION	ION E6	PHOTON	PR18	PULSE	PULSE ER	PULSE II
Minimum	0	0	0	0	0	0	0	0	0
Tolerance	0	0	0	0	0	0	0	0	0
Class	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile
Recycle	2	2	2	2	2	2	2	2	2
Energy	2	2	2	2	2	2	2	2	2
Speed	5000	5000	5000	5000	5000	5000	5000	5000	5000
Range	30000	30000	30000	30000	30000	30000	30000	30000	30000
Damage Type	Piercing	Piercing	Piercing	Piercing	Piercing	Piercing	Piercing	Piercing	Piercing
Damage	2	2	2	2	2	2	2	2	2

Missile Systems

Shields

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

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