

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.

| 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 |

| 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 | 1 | 0.6 | 3 | 10 | 0.14 | 4 | 4 | 0.4 |
| Energy | 4 | 10 | 3 | 8 | 20 | 1 | 7 | 7 | 0.8 |
| Speed | 5000 | 8000 | 8000 | 8000 | 1500 | 9000 | 8000 | 8000 | 8000 |
| Range | 30000 | 35000 | 20000 | 20000 | 60000 | 20000 | 20000 | 80000 | 20000 |
| Damage Type | Piercing | Piercing | Electrical | Electrical | Radiation | Piercing | Piercing | Piercing | Piercing |
| Damage | 4 | 3 | 2 | 30 | 1 | 10 | 10 | 10 | 0.25 |

Missile Systems

Missile Systems use [ordnance](#) for their loading times, speed, range, damage, and damage type.

Name - **LRM** (Long Range Missile)

Hard Points - 1

Integrity - 20

Minimum - 0

Tolerance - 0

Weapon Class - Missile

Recycle - 20

Energy - 2

Ammo 20

Max Ammo 100

Name - **LRM FR** (I dunno what the FR is)

Hard Points - 1

Integrity - 20

Minimum - 0

Tolerance - 0

Weapon Class - Missile

Recycle - 10

Energy - 2

Ammo 20

Max Ammo 100

Shields

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

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