

# 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
<b>Company</b>									
<b>Hard Points</b>	1	1	1	1	1	1	1	1	1
<b>Integrity</b>	20	20	20	20	20	20	20	20	20

<b>Minimum</b>	0	0	0	0	0	0	0	0	0
<b>Tolerance</b>	0	0	0	0	0	0	0	0	0
<b>Class</b>	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile	Projectile
<b>Recycle</b>	2	1	0.6	3	10	0.14	4	4	0.4
<b>Energy</b>	4	10	3	8	20	1	7	7	0.8
<b>Speed</b>	5000	8000	8000	8000	1500	9000	8000	8000	8000
<b>Range</b>	30000	35000	20000	20000	60000	20000	20000	80000	20000
<b>Damage Type</b>	Piercing	Piercing	Electrical	Electrical	Radiation	Piercing	Piercing	Piercing	Piercing
<b>Damage</b>	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

All Shields are of Type - Shield and Function - Consume

	Shield Generator	Shield Generator 500	Shield Generator 4K
<b>Company</b>			
<b>Hard Points</b>	4	4	4
STATS			
<b>Integrity</b>	100	100	100
<b>Minimum</b>	0	0	0
<b>Tolerance</b>	0.9	0.9	0.9
LEVELS			
<b>Optimal</b>	100	500	1000
<b>Maximum</b>	100	500	1000
<b>Charge</b>	1	1	5
<b>Bleed</b>	10	10	10

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

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