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

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 [ordinance](#) 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

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

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