

Laser Weapons

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| Heavy Laser Cannon Class: Laser Modes: R,S Damage: 4d10+20 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 4 turns | Neutron Laser (Impr.) Class: Laser Modes: R, P, S(3) Damage: 4d10+18 Range Penalty: -1 per 4 hexes Fire Control: +5/+4/+1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns |
| Medium Laser Cannon Class: Laser Modes: R, S Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Interception Rating: n/a Rate of Fire: 1 per 3 turns | Neutron Laser Class: Laser Modes: R, P, S Damage: 4d10+15 Range Penalty: -1 per 4 hexes Fire Control: +4/+4/+1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns |
| Battle Laser Class: Laser Modes: R,P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns | |

Particle Weapons

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| Heavy Pulse Cannon Class: Particle Modes: Pulse Damage: 15x5(4) Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns | Hvy Particle Cannon Class: Particle Modes: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns |
| Medium Pulse Cannon Class: Particle Modes: Pulse Damage: 10x5(4) Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns | Standard Partical Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per 1 hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn |
| Light Pulse Cannon Class: Particle Modes: Pulse Damage: 8x5(4) Range Penalty: -2 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn | Interceptor MK-1 Class: Particle Modes: Standard Damage: 1d10+5 Range Penalty: -2 per hex Fire Control: -/-/+6 Intercept Rating: -3 Rate of Fire: 1 per turn |
| Twin Array Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per 1 hexes Fire Control: +4/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn | Interceptor MK-2 Class: Particle Modes: Standard Damage: 1d10+8 Range Penalty: -2 per hex Fire Control: -/-/+8 Intercept Rating: -4 Rate of Fire: 1 per turn |
| | Heavy Interceptor Btty Class: Particle Modes: Standard Damage: 2d10+6 Range Penalty: -2 per hex Fire Control: +/-/+10 Intercept Rating: -4 Rate of Fire: 1 per 1turn <i>Special: May switch modes every turn without shutdown.</i> |

Antimatter Weapons

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| Antiproton Gun Class: Antimatter Modes: Standard Damage: 1X+12 Maximum X: 10 Range Penalty: Special Range 0-5: No penalty Range 6-10: -1 per hex Range 11+: -2 per hex Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per turn |
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Molecular Weapons

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| Molecular Slicer Beam Class: Molecular Mode: Raking (15) Dmg. 1 Turn: 8d10+12 Dmg. 2 Turns: 12d10+24 Dmg. 3 Turns: 16d10+36 Range Penalty: -1 per 3 hexes Fire Control: +8/+6/+4 Intercept Rating: n/a Rate of Fire: 1 per turn <i>Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.</i> | Fusion Cannon Class: Molecular Modes: Standard Damage: 1D10+9 Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn |
| Lt Molec. Slicer Beam Class: Molecular Modes: Raking Dmg Trn 1: 4d10+4 Dmg Trn 2: 6d10+6 Dmg Trn 1: 8d10+8 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+2 Special: Ignores Armor Special: Dividable Attacks Special: Not Interceptable | Lt MultiPhased Cutter Class: Molecular Modes: Standard Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+6 Intercept Rating: -2 Rate of Fire: 1 per turn |
| Molecular Pulsar Class: Molecular Mode: Standard Damage: 10x5(3) Max:7 Range Penalty: -1 per hex Fire Control: +4/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns | Hvy Phasing Pulse Cannon Class: Molecular Modes: Pulse (3) Damage: 18x5 (Max 6) Range Penalty: -1 per 2 hexes Fire Control: +6/+4/+2 Intercept Rating: -2 Rate of Fire: 1 per 3 turns Special: Ignores Shields |
| | Multi-Phased Cutter Class: Molecular Modes: Standard Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+6 Intercept Rating: -2 Rate of Fire: 3 per turn Special: May fire an extra shot for each round it does not fire. |

Plasma Weapons

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| Heavy Plasma Cannon Class: Plasma Modes: Standard Dmg: 4d10+8 (-1/2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns | Plasma Accelerator Class: Plasma Modes: Standard Dmg: (Special) Turn 1: 1d10+4 (-1 per hex) Turn 2: 2d10+8 (-1 per hex) Turn 3: 4d10+12 (-1 per hex) Range Penalty: -1 per hex Fire Control: +3/+1/-4 Intercept Rating: n/a |
| Med. Plasma Cannon Class: Plasma Modes: Standard Damage: 3d10+4(-1/2 Hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns | |

Ballistic Weapons

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| Energy Mine Class: Ballistic Modes: Flash Damage: 30/10 Range Penalty: None (Max 50) Fire Control: Specify Target Hex Intercept Rating: n/a Rate of Fire: 1 per 2 turns | Class-B Missile Rack Class: Ballistic Modes: Standard Damage: 20 Range Penalty: 30 Hex Range Fire Control: +3/+3/+3 Intercept Rating: n/a Rate of Fire: 1 per turn |
| Ion Torpedo Class: Ballistic Modes: Standard Damage: 15 Range Penalty: n/a Fire Control: +3/+1/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns | Class-S Missile Rack Class: Ballistic Modes: Standard Damage: 20 Range Penalty: 20 hex Range Fire Control: +3/+3/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns |

Matter Weapons

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| Railgun Class: Matter Modes: Standard Damage: 3d10+3 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns |
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EM Weapons

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| EM Shield Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Factor is listed on the weapon's icon. | Vortex Disruptor Class: Electromagnetic Damage: Destroys jump point Range Penalty: -1 per hex Fire Control: +0/+0/+0 Intercept Rating: n/a Rate of Fire: 1 per 3 turns <i>Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.</i> |
| Discharge Gun Class: Electromagnetic Mode: Raking Damage: 2d10+1 <i>Double power: add 1d10+1</i> <i>Triple power: add 2d10+2</i> Range Penalty: -1 per 2 hexes Fire Control: +2/+3/+4 Intercept Rating: -2 Rate of Fire: 1 or more per turn limited by power; max 4 shots | Electro-Pulse Gun Class: Electromagnetic Effect: Forces Dropout Range Penalty: -3 per Hex Fire Control: -/-/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 Turns |
| Lightning Cannon (Lt) Class: Electromagnetic Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +5/+5/+8 Intercept Rating: -4 Rate of Fire: 1 per turn | Burst Beam Class: ElectroMagnetic Modes: Standard Damage: Fighters: Dropout Structure: Ship loses 1 power Powered System: Deactivate Other System: +4 Critical Roll Range Penalty: -2 per hex Fire Control: +2/+2/+4 Intercept Rating: n/a Rate of Fire: Once per turn |
| Lightning Cannon (Med) Class: Electromagnetic Mode: Raking Damage: 2d10+16 Range Penalty: -1 per 2 hexes Fire Control: +5/+5/+4 Intercept Rating: -3 Rate of Fire: 1 per turn | Lightning Cannon (Hvy) Class: Electromagnetic Mode: Raking (15), P Damage: 3d10+32 Range Penalty: -1 per 3 hexes Fire Control: +5/+5/+0 Intercept Rating: -2 Rate of Fire: 1 per turn |
| Lightning Cannon (Mega) Class: Electromagnetic Mode: Raking (20), P Damage: 4d10+64 Range Penalty: -1 per 4 hexes Fire Control: +5/+5/-/- Intercept Rating: -1 Rate of Fire: 1 per turn | |

Gravitic Weapons

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| Graviton Beam Class: Gravitic Mode: Raking Damage: 5d10+12 Range Penalty: -1 per 4 hexes Fire Control: +3/+2/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns | Hypergraviton Blaster Class: Gravitic Mode: Raking (20) Damage: 5d10+40 <i>2 turns arming: 10d10+80</i> Range Penalty: -1 per 4 hexes Fire Control: +6/+6/+6 Intercept Rating: n/a Rate of Fire: 1 per turn Alternate Fire: Can transfer damage (see rules). |
| Graviton Pulsar Class: Pulse + Gravitic Mode: Standard Damage: 10 1d2 Times 2 extra power: 1d3+1 pulses 4 extra power: 1d3+2 pulses Maximum Pulses: 3, 4, or 5 Range Penalty: -1 per hex Fire Control: +2/+2/+4 Intercept Rating: -1 Rate of Fire: 1 per turn | Antigravity Beam Class: Gravitic Mode: Standard Damage: 3d10+6 Range Penalty: -1 per 2 hexes Fire Control: +1/+3/+5 Intercept Rating: -3 Rate of Fire: 1 per turn Alternate Fire: Can use 3 shots of 1d10+2 damage each |
| Gravitic Bolt Class: Gravitic Mode: Standard Damage: 9 2 extra power: 12 damage 4 extra power: 15 damage Range Penalty: -1 per hex Fire Control: +2/+2/+4 Intercept Rating: -1 Rate of Fire: 1 per turn | |

Combination Arrays

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| Laser/(Pulse) Array Class: Laser/(Particle) Modes: R/(Pulse (4)) Lsr Damage: 3d10+12 Pulse Damage: (10x5 Max:6) Lsr Range Penalty: -1 per 2 hexes Pulse Range Penalty: (-1 per hex) Lsr Fire Control: +3/+2/-3 Pulse Fire Control: (+4/+3/+1) Lsr Intercept Rating: n/a Pulse Intercept Rating: (-2) Lsr Rate of Fire: 1 per 3 turns Pulse Rate of Fire: (1 per 2 turns) | Antimatter Shredder(Cannon) Class: Antimatter Modes: Standard/(R,P) Damage: 2X+6/(2X+16) Shred Range Penalty: 0 (Max Rng 10) Cannon Range Penalty: (Special) (0-10: No Penalty) (11-20: -1 per hex) (21+: -2 per hex) Fire Control: +0/+0/(+5/+3/+2) Intercept Rating: n/a / (-1) Rate of Fire: 1 per 3 turns Shredder ignores EW & Jinking Shredder has multiple attacks: Fighter: 1 Med/Heavy Ships: d3 Cap Ships: d6 Enormous: d6+3 |
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