

Starborne: Heavy Weapons

A Rules Supplement for Omnirole

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Heavy Weapons

This small sourcebook adds typical military weapons system to Starborne. Effectively, it is the transfer of the Heavy Weapons of TLs 0 to 13 to this science fiction background.

The book shall enable players and master to supply military campaigns with adequate equipment and to arm vehicles. True artillery, however, will be reserved for a possible other sourcebook. The same applies for other military equipment.

Imperial technology

Because of the fact that heavy weapons artifacts are extremely rare, this sourcebook does not cover any respective systems.

Individual weapons systems

Gatling x-ray-laser

The gatling x-ray-laser extends the design of the multi-barreled automatic laser to the x-ray principle.

Gatling graser

The gatling graser resembles the ordinary gatling laser, but it fires gamma rays. The weapon is also known as gatling gamma-ray laser.

Graser cannon

This vehicular or carriage mounted weapon resembles the laser cannon, but it fires gamma rays.

X-ray-laser cannon

This vehicular or carriage mounted weapon resembles the laser cannon, but it fires x-ray beams.

Portable x-ray-laser cannon

The x-ray-laser variant of the portable laser cannon.

Portable graser cannon

The graser variant of the portable laser cannon.

Plasma fist

This portable weapon fires a single super-hot plasma burst. It has a rather limited range, but highly destructive effect including an area attack. The plasma fist is loaded with single „cartridges“ that include a super strong energy cell as well as the carrier substance. The damage is determined as for a stray weapon (i.e. P-Factor D6 against double energy protection). Additionally, the impact is treated like an explosion with a base radius of one meter. Furthermore, any shield burden is multiplied by 6: x 3 for an explosion and x 2 for energy weapons!

Fusion fist

The fusion fist resembles the plasma fist. However, it is more powerful because a fusion process is caused in the interior of the plasma that is fired by the weapon. Use the same rules as for the plasma fist.

Gravo thrower

Similar to the gravo rifle, the gravo thrower, a stubby but heavy support weapon, projects a brief ultra-strong gravity

field at its target point. The main drawbacks of this weapon are its low range and very high energy consumption. Treat a shot as an explosion, but similarly as an energy weapon. All kinds of armor are absolutely useless. Only protection screens provide a defense possibility.

Heavy trapfield projector

This weapon is normally mounted on carriages or in vehicles. It resembles the portable trapfield projector, but it has an effective strength of 1,000.

Paralysis cannon

This weapon is usually encountered on carriages or in vehicles. It is based on the trusted principle of muscle paralysis by special beams.

Heavy paralysis gun

A heavier, but still portable version of the standard paralysis gun.

Disruptor cannon

The disruptor cannon is based on disruptor technology and is normally installed in vehicles or on carriages.

Heavy disruptor

A heavy, portable variant of the standard disruptors.

Hypnosis cannon

The hypnosis cannon resembles the hypno-rifle. It is usually mounted in vehicles or on carriages.

Disintegrator cannon

This weapon is usually encountered on carriages or in vehicles. It is based on disintegrator technology.

Heavy disintegrator

A heavy, portable version of the standard disintegrators. It is mainly used to attack armored targets.

Heavy sonic stunner

This heavy variant of the sonic stunner is mainly intended for use against large animals or environmentally adapted races.

Sonic stunner cannon

This weapon is usually encountered on carriages or in vehicles. It is based on sonic stunner technology.

Tractor beam cannon

Similar to the portable tractor beamer, but mounted on a carriage or in a vehicle.

Particle cannon

This weapon is usually encountered on carriages or in vehicles. It is based on particle accelerator technology.

Particle blaster

This ultra heavy hand blaster looks similar to a bazooka. It uses the same technology as other particle weapons, i.e. ions are accelerated to super high speeds. The good penetration power and range make this weapon a popular support weapon against armored units.

Table: Heavy Weapons

Weapon	Skill	TL	Targ et	Snap Shot	Recoil	Rof	ST	DX	Dod ge DM	Mini	normal	long	extreme	Notes
Light MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	(15)	10	-50	2	400 (22)	900 (11)	2.100 (3)	
Medium MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	(18)	10	-50	2	400 (26)	900 (13)	2.400 (4)	
Heavy MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	-	10	-50	2	400 (30)	900(15)	2.800 (5)	
Minigun	Machine guns	13	+40	-50	-8	50 / 100	-	10	-50	2	350 (26)	700 (13)	2.400 (4)	
Portable rocket launcher	Rocket launcher	13	+40	-50	-35	1 x 1	(11)	10	-50	10	500 (70)	1.500 (35)	3.600 (6)	Radius = 3
Bazooka	Rocket launcher	13	+35	-50	-30	1 x 1	(10)	10	-50	3	80 (70)	300 (35)	600 (5)	armor piercing
Automatic grenade launcher	Grenade launcher	13	+30	-50	-25	3 x 1 / 9 / 15	-	10	-50	2	250 (36)	750 (18)	2.500 (5)	Radius = 2
Automatic cannon	Cannon	13	+40	-50	-15	3 x 1 / 15 / 25	-	10	-50	2	450 (40)	1.000 (20)	4.000 (6)	
H. automatic cannon	Cannon	13	+40	-50	-20	3 x 1 / 15 / 25	-	10	-50	2	450 (45)	1.000 (22)	4.000 (7)	
Light mortar	Grenade launcher	13	+20	n/a	n/a	1 x 1	-	10	-50	10	300 (44)	800 (22)	3.300 (4)	Radius = 3
Needler cannon	Cannon	13	+40	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	350 (12)	800 (6)	2.000 (2)	in D6, close combat protection
Rocket cannon	Cannon	13	+40	-50	-4	3 x 1 / 15 / 25	-	10	-50	2, special	1.000 (40)	2.700 (36)	5.000 (18)	
Heavy needler cannon	Cannon	13	+50	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	350 (16)	800 (8)	2.000 (3)	in D6, close combat protection
Laser cannon	Cannon	13	+45	-50	0	3 x 1 / 5 / 10	-	10	-60	2	600 (60)	1.700 (20)	5.500 (5)	Energy
Portable laser cannon	Laser cannon	13	+40	-50	0	1 x 1	(15)	10	-60	2	300 (50)	600 (16)	1.300 (4)	Energy
Gatling laser	Laser cannon	13	+40	-50	0	10 / 20 / 36	(18)	10	-60	2	500 (32)	1500 (16)	5000 (8)	Energy
Heavy sonic stunner	Heavy sonic stunner	13	+40	-50	0	2 x 1	(15)	10	-60	2	15 (30)	35 (18)	75 (9)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Sonic stunner cannon	Cannon	13	+45	-50	0	3 x 1	-	10	-60	2	25 (28)	60 (16)	120 (8)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Needler cannon	Cannon	A	+50	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	400 (12)	900 (6)	2.500 (2)	in D6, close combat protection
Rocket cannon	Cannon	A	+45	-50	-4	3 x 1 / 15 / 25 / 40	-	10	-50	2, special	1.200 (40)	3.000 (36)	6.000 (18)	
Heavy needler cannon	Cannon	A	+55	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	400 (16)	900 (8)	2.500 (3)	in D6, close combat protection

Weapon	Skill	TL	Target	Snap Shot	Recoil	Rof	ST	DX	Dodge DM	Mini	normal	long	extreme	Notes
Laser cannon	Cannon	A	+50	-50	0	3 x 1 / 5 / 10 / 25	-	10	-60	2	750 (65)	2.500 (22)	7.500 (6)	Energy
Portable laser cannon	Laser cannon	A	+45	-50	0	2 x 1	(14)	10	-60	2	400 (56)	750 (18)	1.500 (5)	Energy
Gatling laser	Laser cannon	A	+45	-50	0	10 / 25 / 40	(17)	10	-60	2	700 (36)	2.000 (18)	6.500 (9)	Energy
Heavy sonic stunner	Heavy sonic stunner	A	+45	-50	0	3 x 1	(14)	10	-60	2	20 (31)	45 (18)	90 (9)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Sonic stunner cannon	Cannon	A	+50	-50	0	3 x 1	-	10	-60	2	30 (33)	75 (20)	150 (10)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Needler cannon	Cannon	B	+40	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	500 (13)	1.000 (6)	2.800 (2)	in D6, close combat protection
Rocket cannon	Cannon	B	+40	-50	-4	3 x 1 / 15 / 25 / 40	-	10	-50	2, special	1.500 (44)	3.500 (38)	7.000 (20)	
Heavy needler cannon	Cannon	B	+50	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	500 (18)	1.000 (9)	2.800 (3)	in D6, close combat protection
Laser cannon	Cannon	B	+50	-50	0	3 x 1 / 5 / 10 / 25	-	10	-60	2	900 (72)	2.800 (25)	9.000 (7)	Energy
Portable laser cannon	Laser cannon	B	+45	-50	0	3 x 1	(14)	10	-60	2	500 (62)	900 (20)	1.800 (6)	Energy
Gatling laser	Laser cannon	B	+45	-50	0	10 / 25 / 40	(16)	10	-60	2	850 (40)	2.500 (20)	7.500 (10)	Energy
Heavy sonic stunner	Heavy sonic stunner	B	+45	-50	0	3 x 1	(14)	10	-60	2	30 (34)	50 (20)	100 (10)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Sonic stunner cannon	Cannon	B	+50	-50	0	3 x 1	-	10	-60	2	55 (36)	120 (22)	250 (11)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Heavy disruptor	Laser cannon	B	+45	-50	0	3 x 1	(15)	10	-60	2	400 (34)	750 (15)	1.500 (5)	Energy, in D6, metal armor defense+50
Disruptor cannon	Cannon	B	+50	-50	0	3 x 1	-	10	-60	2	700 (52)	2.000 (20)	6.500 (4)	Energy, in D6, metal armor defense+50
Laser cannon	Cannon	C	+60	-50	0	3 x 1 / 5 / 10 / 25	-	10	-60	2	1.000 (72)	3.000 (25)	9.500 (7)	Energy
Portable laser cannon	Laser cannon	C	+55	-50	0	3 x 1	(13)	10	-60	2	700 (62)	1.500 (20)	2.900 (6)	Energy
Gatling laser	Laser cannon	C	+55	-50	0	10 / 25 / 50	(15)	10	-60	2	950 (40)	2.800 (20)	8.500 (10)	Energy

Weapon	Skill	TL	Target	Snap Shot	Recoil	Rof	ST	DX	Dodge DM	Mini	normal	long	extreme	Notes
Heavy sonic stunner	Heavy sonic stunner	C	+55	-50	0	3 x 1	(13)	10	-60	2	30 (36)	55 (21)	120 (10)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Sonic stunner-Cannon	Cannon	C	+60	-50	0	3 x 1	-	10	-60	2	60 (38)	140 (23)	300 (11)	Stun weapon, duel P against HT, HT+1 per 5 points of close combat protection
Heavy disruptor	Laser cannon	C	+55	-50	0	3 x 1	(14)	10	-60	2	450 (35)	900 (16)	1.700 (5)	Energy, in D6, metal armor defense+50
Disruptor cannon	Cannon	C	+60	-50	0	3 x 1	-	10	-60	2	750 (54)	2.200 (22)	7.000 (4)	Energy, in D6, metal armor defense+50
Heavy paralysis gun	Heavy paralysis gun	C	+55	-50	0	2 x 1	(14)	10	-60	2	30 (32)	75 (16)	250 (8)	Stuns, duel P against HT, armor useless
Paralysis cannon	Cannon	C	+60	-50	0	3 x 1	-	10	-60	2	60 (35)	180 (18)	400 (9)	Stuns, duel P against HT, armor useless
Heavy x-ray-laser	Laser cannon	C	+55	-50	0	1 x 1	(15)	10	-60	2	700 (67)	1.500 (25)	2.900 (7)	Energy, protection / 2
Gatling x-ray-laser	Laser cannon	C	+55	-50	0	10 / 20 / 36	(18)	10	-60	2	950 (44)	2.800 (22)	8.500 (12)	Energy, protection / 2
X-ray-laser cannon	Cannon	C	+60	-50	0	2 x 1	-	10	-60	2	1.000 (78)	3.000 (30)	9.500 (8)	Energy, protection / 2
Particle blaster	Laser cannon	C	+35	-50	-10	1 x 1	(15)	10	-60	2	1.500 (85)	4.000 (45)	9.000 (23)	Energy
Particle cannon	Cannon	C	+60	-50	-20	1 x 1	-	10	-60	2	2.000 (90)	6.000 (50)	12.000 (26)	Energy
Plasma fist	Plasma fist	C	+25	-50	-25	1 x 1	(16)	10	-60	2	15 (100)	30 (30)	50 (12)	Special rules
Tractor beam cannon	Tractor beam cannon	C	+55	-50	0	1 x 1	-	10	-60	2	50 (50)	100 (22)	250 (11)	Special rules
Heavy disruptor	Laser cannon	D	+65	-50	0	3 x 1	(14)	10	-60	2	500 (36)	1.000 (16)	2.100 (5)	Energy, in D6, metal armor defense+50
Disruptor cannon	Cannon	D	+70	-50	0	3 x 1	-	10	-60	2	850 (55)	2.600 (23)	7.700 (4)	Energy, in D6, metal armor defense+50
Heavy paralysis gun	Heavy paralysis gun	D	+65	-50	0	3 x 1	(14)	10	-60	2	50 (33)	100 (16)	350 (8)	Stuns, duel P against HT, armor useless

Weapon	Skill	TL	Targ et	Snap Shot	Recoil	Rof	ST	DX	Dod ge DM	Mini	normal	long	extreme	Notes
Paralysis cannon	Cannon	D	+70	-50	0	3 x 1	-	10	-60	2	75 (36)	220 (18)	500 (9)	Stuns, duel P against HT, armor useless
Heavy x-ray-laser	Laser cannon	D	+60	-50	0	2 x 1	(14)	10	-60	2	700 (70)	1.500 (27)	2.900 (7)	Energy, protection / 2
Gatling x-ray-laser	Laser cannon	D	+60	-50	0	10 / 25 / 40	(17)	10	-60	2	1.000 (48)	3.000 (23)	9.500 (12)	Energy, protection / 2
X-ray-laser cannon	Cannon	D	+70	-50	0	3 x 1 / 5 / 10	-	10	-60	2	1.100 (81)	3.300 (34)	10.000 (8)	Energy, protection / 2
Particle blaster	Laser cannon	D	+45	-50	-8	3 x 1	(14)	10	-60	2	1.700 (91)	4.500 (49)	10.500 (26)	Energy
Particle cannon	Cannon	D	+60	-50	-15	3 x 1	-	10	-60	2	2.400 (98)	6.600 (55)	14.000 (28)	Energy
Plasma fist	Plasma fist	D	+30	-50	-22	1 x 1	(15)	10	-60	2	20 (100)	40 (30)	70 (12)	Special rules
Tractor beam cannon	Tractor beam cannon	D	+60	-50	0	1 x 1	-	10	-60	2	60 (50)	120 (22)	300 (11)	Special rules
Fusion fist	Plasma fist	D	+30	-50	-25	1 x 1	(17)	10	-60	2	20 (125)	40 (38)	70 (15)	Special rules
Heavy disintegrator	Laser cannon	D		-50	0	1 x 1		10	-60	2	800 (100)	1.750 (85)	3.500 (75)	Armor useless
Disintegrator cannon	Cannon	D		-50	0	1 x 1		10	-60	2	900 (120)	2.000 (100)	4.000 (80)	Armor useless
Heavy paralysis gun	Heavy Paralysis gun	E	+70	-50	0	3 x 1		10	-60	2	60 (33)	120 (16)	450 (8)	Stuns, duel P against HT, armor useless
Paralysis cannon	Cannon	E	+75	-50	0	3 x 1	-	10	-60	2	85 (36)	250 (18)	650 (9)	Stuns, duel P against HT, armor useless
Heavy x-ray-laser	Laser cannon	E	+70	-50	0	3 x 1		10	-60	2	700 (77)	1.500 (30)	2.900 (8)	Energy, protection / 2
Gatling x-ray-laser	Laser cannon	E	+70	-50	0	10 / 25 / 50		10	-60	2	1.000 (52)	3.000 (25)	9.500 (13)	Energy, protection / 2
X-ray-laser cannon	Cannon	E	+75	-50	0	3 x 1 / 5 / 10 / 25	-	10	-60	2	1.100 (90)	3.300 (37)	10.000 (9)	Energy, protection / 2
Particle blaster	Laser cannon	E	+55	-50	-6	3 x 1		10	-60	2	2.000 (100)	5.000 (54)	11.200 (29)	Energy
Particle cannon	Cannon	E	+70	-50	-12	3 x 1	-	10	-60	2	2.700 (109)	7.200 (60)	15.500 (32)	Energy
Tractor beam cannon	Tractor beam cannon	E	+70	-50	0	1 x 1	-	10	-60	2	75 (55)	160 (25)	500 (12)	Special rules
Fusion fist	Plasma fist	E	+35	-50	-22	1 x 1	(16)	10	-60	2	25 (130)	45 (40)	85 (16)	Special rules
Heavy disintegrator	Laser cannon	E	+70	-50	0	1 x 1		10	-60	2	900 (100)	1.900 (85)	3.800 (75)	Armor useless
Disintegrator cannon	Cannon	E	+75	-50	0	1 x 1	-	10	-60	2	1.000 (120)	2.300 (100)	4.500 (80)	Armor useless
Hypnosis cannon	Hypnosis cannon	E	+70	-50	0	1 x 1	-	10	-60	2	30 (40)	60 (20)	120 (10)	Special rules
Gravo thrower	Gravo thrower	E	+65	-50	0	1 x 1	(16)	10	-60	2	500 (100)	1.000 (100)	2.200 (100)	Special rules
Heavy graser	Laser cannon	E	+70	-50	0	1 x 1	(15)	10	-60	2	700 (82)	1.500 (33)	2.900 (9)	Energy, protection / 4

Weapon	Skill	TL	Targ et	Snap Shot	Recoil	Rof	ST	DX	Dod ge DM	Mini	normal	long	extreme	Notes
Gatling graser	Laser cannon	E	+70	-50	0	10 / 20 / 36	(18)	10	-60	2	1.000 (57)	3.000 (28)	9.500 (15)	Energy, protection / 4
Graser cannon	Cannon	E	+75	-50	0	2 x 1	-	10	-60	2	1.100 (99)	3.300 (41)	10.000 (10)	Energy, protection / 4

Weapon	TL	Weight / kg	Price/Cr	Ammo price/Cr	Ammo	Leg	Ammo weight / kg
Light MG	13	6,5	1.200	50 (Belt 150)	50 M or 300 belt	6	2 resp. 12
Medium MG	13	14	1.500	60 (Belt 180)	50 M or 300 belt	5	2,5 resp.15
Heavy MG	13	20	2.000	75 (Belt 230)	50 M or 300 belt	5	3 resp. 18
Minigun	13	40	4.000	350	500 belt	4	28
Portable rocket launcher	13	5	1.000	300	1 E	3	0,8
Bazooka	13	3	500	250	1 E	3	0,5
Automatic grenade launcher	13	30	3.000	600	32 belt	3	20
Automatic cannon	13	280	4.500	100 (Belt 350)	50 M or 200 belt	5	26 resp. 100
H. automatic cannon	13	380	5.500	140 (Belt 500)	50 M or 200 belt	4	36 resp. 140
Light mortar	13	12	950	50	1 E	5	1,6
Needler cannon	13	80	5.000	500	1.000 M	6	5
Rocket cannon	13	120	5.500	250 (Belt 480)	100 M or 200 belt	5	3 resp. 6
Heavy needler cannon	13	120	6.500	600	1.000 M	5	7
Laser cannon	13	120	5.000	2.000	50 EP / 2 F	5	2 x 2,5
Portable laser cannon	13	15	3.000	1.000	10 EP / F	5	2,5
Gatling laser	13	16	4.500	2.000	80 EP / 2 F	5	2 x 2,5
Heavy sonic stunner	13	12	1.900	1.000	40 EP / F	9	2,5
Sonic stunner cannon	13	100	2.500	2.000	160 EP / 2F	8	2 x 2,5
Needler cannon	A	75	4.000	450	1.000 M	6	5
Rocket cannon	A	100	4.500	220 (Belt 450)	100 M or 200 belt	5	3 resp. 6
Heavy needler cannon	A	100	5.500	520	1.000 M	5	7
Laser cannon	A	100	4.000	2.000	60 EP / 2 F	5	2 x 2,5
Portable laser cannon	A	12	2.500	1.000	15 EP / F	5	2,5
Gatling laser	A	15	3.800	2.000	100 EP / 2 F	5	2 x 2,5
Heavy sonic stunner	A	11	1.500	1.000	50 EP / F	9	2,5
Sonic stunner cannon	A	90	2.200	2.000	200 EP / 2F	8	2 x 2,5
Needler cannon	B	70	3.800	450	1.000 M	6	5
Rocket cannon	B	90	4.200	220 (Belt 450)	100 M or 200 belt	5	3 resp. 6
Heavy needler cannon	B	90	5.000	520	1.000 M	5	7
Laser cannon	B	90	3.700	2.000	75 EP / 2 F	5	2 x 2,5
Portable laser cannon	B	11	2.200	1.000	20 EP / F	5	2,5
Gatling laser	B	14	3.500	2.000	125 EP / 2 F	5	2 x 2,5
Heavy sonic stunner	B	10	1.200	1.000	65 EP / F	9	2,5
Sonic stunner cannon	B	80	2.000	2.000	250 EP / 2 F	8	2 x 2,5
Heavy disruptor	B	15	3.500	1.000	15 EP / F	3	2,5
Disruptor cannon	B	120	6.000	2.000	60 EP / 2 F	3	2 x 2,5
Laser cannon	C	80	3.500	2.000	90 EP / 2 F	5	2 x 2,5
Portable laser cannon	C	10	2.000	1.000	25 EP / F	5	2,5
Gatling laser	C	13	3.300	2.000	150 EP / 2 F	5	2 x 2,5
Heavy sonic stunner	C	9	1.000	1.000	80 EP / F	9	2,5
Sonic stunner cannon	C	75	1.800	2.000	300 EP / 2 F	8	2 x 2,5
Heavy disruptor	C	14	3.200	1.000	25 EP / F	3	2,5
Disruptor cannon	C	110	5.000	2.000	80 EP / 2 F	3	2 x 2,5
Heavy paralysis gun	C	10	3.000	1.000	25 EP / F	9	2,5
Paralysis cannon	C	80	4.500	2.000	80 EP / 2 F	8	2 x 2,5
Heavy x-ray laser	C	15	4.500	1.000	20 EP / F	4	2,5
Gatling x-ray laser	C	16	7.500	2.000	125 EP / 2 F	3	2 x 2,5
X-ray-laser cannon	C	120	7.200	2.000	75 EP / 2 F	3	2 x 2,5

Particle blaster	C	16	4.000	1.000	12 EP / F	4	2,5
Particle cannon	C	150	6.600	3.000	40 EP/ 3 F	4	3 x 2,5
Plasma fist	C	12	2.800	400	1 E	3	1,5
Tractor beam cannon	C	150	4.000	2.000	60 EP / 2 F	10	2 x 2,5
Heavy disruptor	D	14	3.000	1.000	35 EP / F	3	2,5
Disruptor cannon	D	100	4.500	2.000	100 EP / 2 F	3	2 x 2,5
Heavy paralysis gun	D	9	2.700	1.000	35 EP / F	9	2,5
Paralysis cannon	D	75	4.200	2.000	100 EP / 2 F	8	2 x 2,5
Heavy x-ray-laser	D	13	4.000	1.000	25 EP / F	4	2,5
Gatling x-ray-laser	D	15	6.700	2.000	150 EP / 2 F	3	2 x 2,5
X-ray-laser cannon	D	100	6.500	2.000	90 EP / 2 F	3	2 x 2,5
Particle blaster	D	15	3.500	1.000	16 EP / F	4	2,5
Particle-cannon	D	130	6.000	3.000	50 EP/ 3 F	4	3 x 2,5
Plasma fist	D	9	2.500	350	1 E	3	1,4
Tractor beam cannon	D	125	3.500	2.000	80 EP / 2 F	10	2,5
Fusion fist	D	12	4.200	450	1 E	3	1,5
Heavy disintegrator	D	16	11.000	1.000	12 EP / F	3	2,5
Disintegrator cannon	D	150	12.800	3.000	40 EP/ 3 F	3	3 x 2,5
Heavy paralysis gun	E	8	2.400	1.000	40 EP / F	9	2,5
Paralysis cannon	E	70	3.800	2.000	110 EP / 2 F	8	2 x 2,5
Heavy x-ray-laser	E	12	3.700	1.000	35 EP / F	4	2,5
Gatling x-ray-laser	E	14	6.400	2.000	180 EP / 2 F	3	2 x 2,5
X-ray-laser cannon	E	90	6.200	2.000	120 EP / 2 F	3	2 x 2,5
Particle blaster	E	14	3.000	1.000	20 EP / F	4	2,5
Particle cannon	E	120	5.400	3.000	60 EP/ 3 F	4	3 x 2,5
Tractor beam cannon	E	110	3.200	2.000	100 EP / 2 F	10	2,5
Fusion fist	E	10	3.600	500	1 E	3	1,5
Heavy Disintegrator	E	15	10.000	1.000	15 EP / F	3	2,5
Disintegrator cannon	E	130	11.200	3.000	50 EP/ 3 F	3	3 x 2,5
Hypnosis cannon	E	150	15.000	2.000	30 EP / 2 F	2	2 x 2,5
Gravo thrower	E	16	12.000	1.000	10 EP / F	3	2,5
Heavy graser	E	15	6.000	1.000	25 EP / F	2	2,5
Graser cannon	E	120	8.000	2.000	90 EP / 2 F	2	2 x 2,5
Gatling graser	E	16	7.500	2.000	150 EP / 2 F	2	2 x 2,5

