

Weapon Additions and Changes

Tech Level 7

- *Torpedo Launcher* - Cost is \$40,000, weighs 4 tons, and takes up 8 cy.
- *Medium Atomic Missile* - FP increase to 60
- *Heavy Atomic Missile* - FP increase to 180
- *Explosive Torpedo* - Cost is \$16,000, weighs 8 tons, takes up 32 cy, and inflicts 40 FP.
- *Atomic Torpedo* - Cost is \$90,000, weighs 8 tons, takes up 32 cy, and inflicts 720 FP.

Tech Level 8

- *Particle Beam* - Cost is \$50,000; mass remains 20 and volume is increased to 12 cy; FP is 50, power required is 50 MW.

Tech Level 9

- *Drop Capsule* - Costs \$10,000, weighs 0.4 tons, and takes up 4 cy. It can be launched from a heavy missile launcher. See Ultra-Tech page 63 for more details.
- *Stealth Drop Capsule* - \$25,000, weighs 0.45 tons, and takes up 4 cy. It can be launched from a heavy missile launcher. See Ultra-Tech page 63 for more details.
- *Particle Beam* - Cost is \$50,000; mass remains 15 tons, volume is increased to 12 cy; FP is 50, power required is 50 MW.
- *Heavy Particle Beam* - Cost is still \$90,000; mass remains 25, volume is increased to 20 cy; FP is reduced to 100, power to 100 MW.

Tech Level 10

- *Disruption Beam* - Cost is \$150,000; mass is reduced to 25 and volume to 30; FP is 200, power is 200 MW.
- *Turbo Laser* - Cost is \$250,000; mass is 38 tons, volume is 40 cy, power required is 300 MW; FP is 300.

Tech Level 11

- *Light Antimatter Missile* - Cost remains the same, reduce mass to 0.025 tons, reduce volume to 0.125 cy, FP remains 200.
- *Medium Antimatter Missile* - Cost remains the same, reduce mass to 0.1 tons, reduce volume to 0.5 cy, FP increased to 600.
- *Heavy Antimatter Missile* - Cost remains the same, reduce mass to 0.5 tons, reduce volume to 2 cy, FP increased to 1800.
- *Antimatter Torpedo* - Cost is \$300,000, weighs 2 tons, takes up 8 cy and inflicts 6,400 FP.

Tech Level 12

- *Fusion Beam* - Cost is \$200,000; mass is 58 tons, takes up 50 cy, power required is 400 MW; FP is 1000.
- *Photon Cannon* - Cost is \$2,000,000; mass is 500 tons, takes up 500 cy, power required is 5000 MW; FP is 10,000.

Tech Level 13

- At TL13, cost of antimatter missiles is quartered, but all other stats remain the same.
- At TL13, beams and railguns have the same cost, mass and volume listed for TL11, but Firepower is tripled.
- At TL13 the Fusion Beam has the same cost, mass and volume listed for TL12, but its FP is increased by 50%.
- Also at TL13 the *Antiparticle Beam* is introduced, sometimes called the Pulsar Cannon. It has an added effect beyond that of normal beam weapons, it creates a radiation burst and EMP pulse on impact like an antimatter or atomic missile, rad dose is equal to FPTL in

Heavy Weapons

All weapons listed in GURPS Space and below are considered light versions of the weapon. A heavy version is available for 2 times the cost, 1.5 times the weight, and 3 times the space (cy).

It requires twice as much power and inflicts twice the FP. There is no 'heavy' equivalent of missiles or launchers.

Heavy weapons are also more accurate and add +1 to the gunner skill of the character or computer controlling it. They are also easier to fix and maintain and add +2 to damage control and repair rolls.

Because of these factors heavy weapons are most useful on larger ships.

Torpedoes

A new class of missile has been added, the Torpedo. Torpedoes are the same as missiles except they are larger and meant to attack capital ships. They cannot lock onto targets smaller than 2,000 cy.

Why the changes?

One of the biggest disagreements I had with the construction system listed in GURPS Space is the weapons section. The statistics for the weapons just didn't fit.

Example: at TL10 the Disruption Beam becomes available. It costs 100, weighs 40, takes up 25 cy, has an FP of 200 and requires 200 MW; yet at the same tech level you can get an improved version of the TL9 Heavy Particle Beam that costs 90, weighs 12.5, takes up 7.5 cy, has an FP of 150 and requires 150 MW.

Weapons (continued)

billions of rads. It costs \$150,000, weighs 40 tons, takes up 25 cy, draws 300 MW, and has an FP of 900.

Tech Level 14+

- At TL14, the FP of antimatter missiles is doubled; cost, mass and volume remain the same.
- At TL14, beams and railguns have the same cost, mass and volume listed for TL11, but Firepower is quadrupled. Except for *Fusion Beams* which have their FP doubled and *Antiparticle Beams*, which have their FP increased by 50%.
- At TL14 the *Disintegration Beam* is introduced. It ignores the DF provided by armor, but not by force fields. It costs \$300,000, weighs 60 tons, takes up 40 cy, draws 500 MW, and has an FP of 2,000.
- Also at TL14 the *Tachyonic Disruptor* is introduced, called a disruptor for short. This weapon only has an effect on targets protected by force fields, TL12+ cloaking suites or stasis webs, it does no damage to targets not so protected. If the beam strikes a target protected by a force field or TL12 cloaking suite it ignores the DF provided by the field and disrupts the atoms of the ship, inflicting its listed FP. If the beam contacts an object protected by a stasis web or TL13+ cloaking suite it will cause the system to collapse catastrophically; the generator is destroyed, and everything in its effect suffers the effect of a tachyon shotgun hit (see page 115 of Ultra-Tech). It costs \$600,000, weighs 70 tons, takes up 30 cy, draws 400 MW, and has an FP of 1,000.

Why the Changes?

(continued)

It is more practical to buy two of these (and now have a total FP of 300) instead of buying even one Disruption Beam. These discrepancies can be traced to the improvements given each TL for the previous TL's weapons. If these are ignored the system basically works. So I used the lower TL weapons as a basis for recalculating the size, mass, cost, FP, and energy requirements of the other weapons. I have used these modified weapons in my space campaigns for several years.

Heavy Weapons

The other change I made was to create a heavier version of the weapons for use on large ships. That is not to say that the normal more compact versions cannot be mounted on battle ships, they can. But I find it more convenient to use the heavy weapons on large capital ships and the smaller weapons on fighters and smaller ships. If you look at the stats for heavy weapons you'll notice that they are much larger but not much heavier. This makes it more appropriate to mount them on large ships that have the space but need to conserve the mass.

Ranges

If you are using ranges for weapons, I generally consider heavy weapons to have twice the range of normal weapons.