Light Laser	Weapon name	Rng	WA	DMG	Cost	Kills	#shots	Notes
Heavy Laser	Light Laser		50%	2		5	Unl	
Light Pulse Laser         7km         50%         3         2         5         Unl.         Pulsed laser weapon           Medium Pulse Laser         7km         50%         5         3         10         Unl.         as above.           Expoen Gun         10km         50%         7         4         15         Unl.         Darac weapon. AP and SS.           Plasma Gun         5km         50%         6         3         3K         Unl.         Dirac weapon. AP and SS.           Plasma Gun         8km         50%         6         3         3K         Unl.         Dirac weapon. AP and SS.           Plasmacannon         5km         50%         8         4         4K         Unl.         Rotary laser           150mm (handheld)         2km         40%         12         4         6K         10(R)         BV=3           300mm (handheld)         2km         40%         12         4         6K         10(R)         BV=3           300mm (handheld)         2km         40%         12         4         6K         10(R)         BV=3           Autocannon         1km         30%         4/hit         5         2K         1km         10(R) <td< td=""><td>Medium Laser</td><td></td><td>50%</td><td>4</td><td>2</td><td>10</td><td>Unl.</td><td>High Accuracy,</td></td<>	Medium Laser		50%	4	2	10	Unl.	High Accuracy,
Medium Pulse Laser	Heavy Laser	5km	50%	6	3	15	Unl.	Lower damage
Heavy Pulse Laser	Light Pulse Laser	7km	50%	3	2	5	Unl.	Pulsed laser weapon
PPC	Medium Pulse Laser	7km	50%	5	3	10	Unl.	as above.
Expoen Gun	Heavy Pulse Laser	7km	50%	7	4	15	Unl.	as above.
Plasma Gun	PPC	10km	50%	10	5	20	Unl.	Particle gun.
Plasmacannon	Expoen Gun	10km	50%	20AP	10	20	Unl.	Dirac weapon. AP and SS.
Nova Gun	Plasma Gun	5km	50%	6	3	3K	Unl.	
Anti-missile	Plasmacannon	5km	50%	8	4	4K	Unl.	
Anti-missile	Nova Gun	8km	50%	20	4	4K	Unl.	1 rnd warmup
150mm (handheld)	Anti-missile	5km	40%	-1 salvo	5	2K	Unl.	
300mm (handheld)	150mm (handheld)	2km	40%	8	2	4K	10(R)	
Machinecannon         1km         30%         2/hit         3         2.K         18(R)         BV=3           Flamer         300m         40%         4,2,1         1         1 K         10(R)         DMG over 3 turns           Burstfamer         300m         40%         5         1         1 K         Un(R)         Plasma spray           Rocket Launcher         10km         40%         4         2         2 K         4salvoes(R)         10 rckts per.           Missile Rack         10km         40%         10         3         2 K         12(R)         6 missiles per salvo           Strike Missile         10km         25%         20         4         4K         3(R)         1 missiles per salvo           LRM/5         10km         40%         15         15         10         10 missiles per salvo           LRM/10         10km         40%         15         15         10         8(R)         15 missiles per salvo           LRM/120         10km         40%         4         4         4         24(R)         2 missiles per salvo           SRM/2         5km         40%         4         4         4         24(R)         2 missiles per salvo <td>300mm (handheld)</td> <td>2km</td> <td>40%</td> <td>12</td> <td>4</td> <td>6K</td> <td></td> <td>BV=3</td>	300mm (handheld)	2km	40%	12	4	6K		BV=3
Autocannon		1km	30%	2/hit	3	2K		BV=6
Flamer   300m   40%   42,1   1   1K   10(R)   DMG over 3 turns	Autocannon	1km		4/hit		2K		BV=3
Burstflamer   300m   40%   5	Flamer	300m		4,2,1				DMG over 3 turns
Rocket Launcher   10km   40%   4   2   2K   4salvoes(R)   10 rckts per.	Burstflamer							
Missile Rack Strike Missile         10km         40%         10         3         2K         12(R)         6 missiles per salvo           LRM/5         10km         25%         20         4         4K         3(R)         1 missiles per salvo           LRM/10         10km         40%         10         10         10 (10) <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>								
Strike Missile								
LRM/5								
LRM/10								
LRM/15								
LRM/20         10km         40%         20         20         10         5(R)         20 missiles per salvo           SRM/2         5km         40%         4         4         4         24(R)         2 missiles per salvo           SRM/4         5km         40%         8         8         8         16(R)         4 missiles per salvo           SRM/6         5km         40%         12         12         12         8(R)         6 missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles hit that round           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles hit that round           NARC Beacon         5km         40%         25         25         10         4(R)         Atlacks in groups of 5           AC/2         7km         50%         2         2         2         48(R)         BV=3           AC/10         3km         50%         5         5         5         5         76(R)         BV=3           LB10X/AC         1km         50%         25         25         10         8(R)         Forward arc								*
SRM/2         5km         40%         4         4         4         24(R)         2 missiles per salvo           SRM/4         5km         40%         8         8         8         16(R)         4 missiles per salvo           SRM/6         5km         40%         12         12         12         2(R)         6 missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles per salvo           AC/20         7km         50%         2         2         2         4(R)         BV=3           AC/20         2km         50%         15         15         10         16(R)         BV=3           LB10X/AC         1km         50%         15AP         20         10         24(R)         BV=3								
SRM/4         5km         40%         8         8         8         16(R)         4 missiles per salvo           SRM/6         5km         40%         12         12         12         8(R)         6 missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles per salvo           SWARM LRM         10km         40%         25         25         10         4(R)         Alt missiles per salvo           AC/2         7km         50%         25         25         10         4(R)         Alt missiles per salvo           AC/2         7km         50%         2         25         10         4(R)         Alt missiles per salvo           AC/20         7km         50%         2         2         2         48(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/10         3km         50%         20         20         20         12(R)         BV=3           AC/20         2km         50%         25         25         10         8(R)         Forward arc affecting weapon.           LB2								
SRM/6         5km         40%         12         12         12         12         8(R)         6 missiles per salvo           NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles hit that round           SWARM LRM         10km         40%         25         25         10         4(R)         Attacks in groups of 5           AC/2         7km         50%         2         2         2         48(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         20         12(R)         BV=3           LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           LB20X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Melee Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           2-H Belee Weapon         50m         50%         4+         1         4K         Unl.         <								
NARC Beacon         5km         40%         varies         10         10         24(R)         All missiles hit that round           SWARM LRM         10km         40%         25         25         10         4(R)         Attacks in groups of 5           AC/2         7km         50%         2         2         2         48(R)         BV=3           AC/5         5km         50%         5         5         5         36(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         20         12(R)         BV=3           LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           LB20X/AC         1km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Be								
SWARM LRM         10km         40%         25         25         10         4(R)         Attacks in groups of 5           AC/2         7km         50%         2         2         2         4R(R)         BV=3           AC/5         5km         50%         5         5         5         36(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         12(R)         BV=3           LB10X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           8-H Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Nova Saber         50m								
AC/2         7km         50%         2         2         2         48(R)         BV=3           AC/5         5km         50%         5         5         5         36(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         20         12(R)         BV=3           LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           BV=3         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           8ova Saber <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>								
AC/5         5km         50%         5         5         5         36(R)         BV=3           AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         20         12(R)         BV=3           LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           LB20X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           PH Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus								
AC/10         3km         50%         10         10         10         24(R)         BV=3           AC/20         2km         50%         20         20         20         12(R)         BV=3           LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           LB20X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable extength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus								
AC/20								
LB10X/AC         1km         50%         15         15         10         16(R)         Forward arc affecting weapon.           LB20X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon.           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           2-H Beregy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           Nova Saber         50m         40%         24         3         1K         Unl.         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.								
LB20X/AC  1km 50% 25 25 10 8(R) Forward arc affecting weapon  Forward arc affecting weapon  Some appon  Melee Weapon Some 50% 4+ 1 1K recoverable + strength bonus  Melee Weapon Some 50% 4+ 1 4K Unl. + strength bonus  LB20X/AC  LB20X/AC  Throwing Weapon Varies Some 50% 4+ 1 1K recoverable + strength bonus  Melee Weapon Some 40% 8+ 2 6K Unl. + strength bonus  LB2-H Melee Weapon Some 50m Some 40% Some 50m So		2KIII	30%	20	20	20	12(K)	
LB20X/AC         1km         50%         25         25         10         8(R)         Forward arc affecting weapon           Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         good vs.	LD10A/AC	1km	50%	15	15	10	16(R)	
Gauss Rifle 15km 50% 15AP 20 10 24(R) BV=3  Throwing Weapon varies 50% 4+ 1 1K recoverable + strength bonus + strength bonus	I DOOVIAC							
Gauss Rifle         15km         50%         15AP         20         10         24(R)         BV=3           Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           2-H Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         50%         8AP         2         3K         Unl.         B	LD2UA/AC	1km	50%	25	25	10	8(R)	•
Throwing Weapon         varies         50%         4+         1         1K         recoverable         + strength bonus           Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         Bite Attacks           Physical Shield         50m         50%         4+         2         sp=4         Unl.	Cours Diffe	1.51-m	5001	15 A D	20	10	24(D)	
Melee Weapon         50m         50%         4+         1         4K         Unl.         + strength bonus           2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         2+         1         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         good vs. armor           Fangs, Beak         50m         50%         8AP         2         3K         Unl.         Extra Armor           DFS Expoen Rifle         20km         50%         20AP         25         15         Unl         Mech rifle f								
2-H Melee Weapon         50m         40%         8+         2         6K         Unl.         + strength bonus           Energy Melee         50m         50%         16         2         1K         Unl.         + strength bonus           2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         good vs. armor           Fangs, Beak         50m         50%         8AP         2         3K         Unl.         Extra Armor           DFS Expoen Rifle         20km         50%         20AP         25         15         Unl         Mech rifle from Reskaan War           - Gauss Rifle         15km         50%         15AP         -         -         24(R)	<b>C</b> 1							
Energy Melee 50m 50% 16 2 1K Unl. + strength bonus 2-H Energy Melee 50m 40% 24 3 1K Unl. + strength bonus Nova Saber 50m 40% 30 8 2K 1 + strength bonus Whip 100m 50% 2+ 1 2K Unl. Can entangle. Bull Whip 100m 50% 4+,2 2 2K Unl. Entangling, can be electrified Drill, Saw 50m 40% 8AP 2 3K Unl. good vs. armor Fangs, Beak 50m 50% 8AP 2 3K Unl. Bite Attacks Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor DFS Expoen Rifle 20km 50% 20AP 25 15 Unl Mech rifle from Reskaan War Underslung kinetic	-							
2-H Energy Melee         50m         40%         24         3         1K         Unl.         + strength bonus           Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         good vs. armor           Fangs, Beak         50m         50%         8AP         2         3K         Unl.         Bite Attacks           Physical Shield         50m         50%         4+         2         sp=4         Unl.         Extra Armor           DFS Expoen Rifle         20km         50%         20AP         25         15         Unl         Mech rifle from Reskaan War           - Gauss Rifle         15km         50%         15AP         -         24(R)         Underslung kinetic	-							
Nova Saber         50m         40%         30         8         2K         1         + strength bonus           Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         good vs. armor           Fangs, Beak         50m         50%         8AP         2         3K         Unl.         Bite Attacks           Physical Shield         50m         50%         4+         2         sp=4         Unl.         Extra Armor           DFS Expoen Rifle         20km         50%         20AP         25         15         Unl         Mech rifle from Reskaan War           - Gauss Rifle         15km         50%         15AP         -         24(R)         Underslung kinetic								
Whip         100m         50%         2+         1         2K         Unl.         Can entangle.           Bull Whip         100m         50%         4+,2         2         2K         Unl.         Entangling, can be electrified           Drill, Saw         50m         40%         8AP         2         3K         Unl.         good vs. armor           Fangs, Beak         50m         50%         8AP         2         3K         Unl.         Bite Attacks           Physical Shield         50m         50%         4+         2         sp=4         Unl.         Extra Armor           DFS Expoen Rifle         20km         50%         20AP         25         15         Unl         Mech rifle from Reskaan War           - Gauss Rifle         15km         50%         15AP         -         24(R)         Underslung kinetic								e e
Bull Whip  100m 50% 4+,2 2 2K Unl.  Entangling, can be electrified  Drill, Saw 50m 40% 8AP 2 3K Unl. good vs. armor  Fangs, Beak 50m 50% 8AP 2 3K Unl. Bite Attacks  Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor  DFS Expoen Rifle  20km 50% 20AP 25 15 Unl Mech rifle from Reskaan War  - Gauss Rifle  15km 50% 15AP - 24(R)  Underslung kinetic								
Drill, Saw 50m 40% 8AP 2 3K Unl. good vs. armor Fangs, Beak 50m 50% 8AP 2 3K Unl. Bite Attacks Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor DFS Expoen Rifle  - Gauss Rifle  15km 50% 15AP - 24(R)  Underslung kinetic		100m	50%	2+	1	2 <b>K</b>	Uni.	
Drill, Saw 50m 40% 8AP 2 3K Unl. good vs. armor Fangs, Beak 50m 50% 8AP 2 3K Unl. Bite Attacks Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor DFS Expoen Rifle 20km 50% 20AP 25 15 Unl Mech rifle from Reskaan War  - Gauss Rifle 15km 50% 15AP - 24(R) Underslung kinetic	Bull Whip	100m	50%	4+,2	2	2K	Unl.	
Fangs, Beak 50m 50% 8AP 2 3K Unl. Bite Attacks Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor DFS Expoen Rifle 20km 50% 20AP 25 15 Unl Mech rifle from Reskaan War  - Gauss Rifle 15km 50% 15AP - 24(R) Underslung kinetic	Drill, Saw	50m	40%	8AP	2	3K	Unl.	
Physical Shield 50m 50% 4+ 2 sp=4 Unl. Extra Armor DFS Expoen Rifle 20km 50% 20AP 25 15 Unl Mech rifle from Reskaan War  - Gauss Rifle 15km 50% 15AP - 24(R) Underslung kinetic								_
DFS Expoen Rifle 20km 50% 20AP 25 15 Unl Gauss Rifle 15km 50% 15AP - 24(R) War Underslung kinetic								
- Gauss Rifle 15km 50% 15AP - 24(R) Underslung kinetic	•					_		Mech rifle from Reskaan
	- Gauss Rifle				-	-		Underslung kinetic

Weapon name	Rng	WA	DMG	Cost	Kills	#shots	Notes
- SRM/4	5km	40%	8	-	-	16(R)	Missile pod on side of gun.
CDY "Sureshot" Rifle	20km	50%	30AP	10	10	5	Expoen Nova Cannon.
Fusion Cannon	15km	50%	15AoE	25	8	Unl.	1 shot per round.
Phase Cannon	15km	50%	Special	25	8	Unl.	Interceptor table per hit.
Quantum Beam Rifle	15km	50%	15AP	22.3	10	Unl.	1 action warm-up.
- Autorifle mode	5km	50%	4	10.6	-	Unl.	BV=5
Laser Missile	1AU	40%	10/head	25	5	1	4-12 heads, by ship category.
Nuclear Missile	1AU	40%	250	150	5	1	Scales by ship category.
Deceptioon torpedo	2,000km	40%	50	20	5	1	Scales by ship category.
Reflex Missiles	100km	40%	400AoE	50	5	1	Scales by ship category.
Reflex Bomb	Fixed	40%	Special	500	5	1	Variable yield, destroys everything in area of effect
Chrono Racer Laser	500,000km	50%	15	200	25	Unl.	Battleship scale weapon.
Whip laser	250,000km	50%	15 AP	100	20	Unl.	Carrier scale weapon.
Hyper Quantum Cannon	½ AU	50%	2,000AP	300	60	Unl.	1 shot per round. Carrier scale weapon.
Gravitic Point Cannon	Star System	50%	10,000 AoE	1000	250	Unl.	Excessive scale weapon, 3 round warm-up time.

Notes: Expoen variants on existing weapons gain the AP benefit, but their weapon cost doubles!

Energy shields based on Expoen energy types gain the Hardened benefit (all incoming damage is halved

before applying it to the mech's shields.)

Note also that Expoen weapons are NOT available until instructed by the GM!

**Construction:** Cost affects construction time. Cost/20 = construction time in days.

Production line vehicles are half that value.

Scaling: All weapons (unless noted elsewhere) use this system, multiplied by their class level

(Mecha = x1, Cruisers = x10, Battleships = x100, Carriers = x1000)

## Specialty systems of note:

Staged Penetration Shields: Reactive shields (the most expensive type to come by) don't decrement, but when their resistance is exceeded in one attack, they shut down for 2 rounds while they reset. Staged Penetration shields trade this for shields that are always up, but decrement like armor. They normally regain 1 point per round. If the user wishes to increase this, the "Turns of Use" table in energy shields in Mekton Z Plus is used for shield construction. Thus, it is possible to have an energy screen that recovers 5 points of damage per round, but it's costly. And as cost translates into manufacturing time, this is something to be considered.