

Weapon name	Rng	WA	DMG	Cost	Kills	#shots	Notes
Light Laser	5km	50%	2	1	5	Unl	Long range,
Medium Laser	5km	50%	4	2	10	Unl.	High Accuracy,
Heavy Laser	5km	50%	6	3	15	Unl.	Lower damage
Light Pulse Laser	7km	50%	3	2	5	Unl.	Pulsed laser weapon
Medium Pulse Laser	7km	50%	5	3	10	Unl.	as above.
Heavy Pulse Laser	7km	50%	7	4	15	Unl.	as above.
PPC	10km	50%	10	5	20	Unl.	Particle gun.
Expoen Gun	10km	50%	20AP	10	20	Unl.	Dirac weapon. AP and SS.
Plasma Gun	5km	50%	6	3	3K	Unl.	
Plasmacannon	5km	50%	8	4	4K	Unl.	
Nova Gun	8km	50%	20	4	4K	Unl.	1 rnd warmup
Anti-missile	5km	40%	-1 salvo	5	2K	Unl.	Rotary laser
150mm (handheld)	2km	40%	8	2	4K	10(R)	BV=3
300mm (handheld)	2km	40%	12	4	6K	10(R)	BV=3
Machinecannon	1km	30%	2/hit	3	2K	18(R)	BV=6
Autocannon	1km	30%	4/hit	5	2K	3bursts(R)	BV=3
Flamer	300m	40%	4,2,1	1	1K	10(R)	DMG over 3 turns
Burstflamer	300m	40%	5	1	1K	Unl.	Plasma spray
Rocket Launcher	10km	40%	4	2	2K	4salvoes(R)	10 rckts per.
Missile Rack	10km	40%	10	3	2K	12(R)	6 missiles per salvo
Strike Missile	10km	25%	20	4	4K	3(R)	1 missile per salvo
LRM/5	10km	40%	5	5	5	15(R)	5 missiles per salvo
LRM/10	10km	40%	10	10	10	10(R)	10 missiles per salvo
LRM/15	10km	40%	15	15	10	8(R)	15 missiles per salvo
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
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%	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.	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 weapon

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- 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.
Decepticon 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.