

Charts and Specifications:

Weapon type	Damage	Speed	Fire Arc	Range	Area	Notes
Beams	12	N/A	144 Deg	1000	Target	
Type 9 ECM	Shields	3	Forward	5400	?	Frequencies reduced
Homing Torpedo	20	3	360 Deg	5400	Target	
Nuclear Torpedo	160	3	Forward	5400	1000	Damage decreases from center
Mine Torpedo	160	3	Aft	634+	1000	Damage decreases from center Trigger distance at 500

Star Base Production and Storage

Torpedo	Rate	Capacity
Homing	3 min	36+
Nuclear	10 min	6+
Mines	4 min	33+
ECM	5 min	15+

Energy Consumption

All systems drain energy when their engineering power slider is set to more than 0%. This is true even if the system is not currently in use. (eg. beams drain power even when they aren't firing, engines drain power even when you're not moving, etc). The current power drain of each system is shown in brackets above the power slider.

Energy allocation affects how effectively the various systems perform, at the cost of increasing heat and total energy consumption. Energy allocation is controlled by sliders. Putting more power toward a particular system means that it performs better in one of several ways. Here is a breakdown of the effect of power allocation on the various systems:

System	Primary Beam	Torpedo	Sensors	Maneuver	Impulse	Warp	Jump Drive	Front or Rear Shield
Powered	cool down rate	reload speed	scanning speed	turning rate	impulse speed	warp speed	warm-up and recovery time	effectiveness and recharge rate
No Power	will not fire	cannot be loaded, fired, or unloaded	no LRS screens	cannot turn	no impulse	no warp	30 seconds to warm up	no shield
Drain Factor	x3	x1	x1	x2	x4	x6	x6	x5

The rate of power drain depends on the following factors:

- The higher the engineering power slider, the faster the energy drain
- The following activities also drain energy:
 - Firing beams
 - Having the shields up
 - Travelling at warp. The higher the speed, the faster the energy drain.
 - Using the jump drive. Energy used = 0.9 * distance

Faction	Ship	Front shield	Rear shield	Turn rate	Top speed	Primary beams	Damage	Cycle time	Range	Secondary beams	Damage	Cycle time	Range	Other abilities
Player	Light Cruiser	80	80	0.004	0.6	2 forward	12	6	1000					2 tubes
Player	Scout	60	60	0.006	0.8	1 forward	12	6	1000					1 tube
Player	Battleship	250	150	0.004	0.6	4 forward	12	6	1000					2 tubes
Player	Missile Cruiser	110	80	0.004	0.6									4 tubes
Player	Dreadnought	200	200	0.003	0.5	2 forward, 1 rear	12	6	1000	1 forward	20	6	2000	3 tubes
Ally	Base	400	0											
Ally	Transport	40	40	0.002	0.3									
Ally	Destroyer	80	80	0.002	0.7	2 forward	7	6	1000					
Kralien	Cruiser	40	40	0.002	0.3	2 forward	1	6	1000					
Kralien	Battleship	80	80	0.002	0.3	2 forward	1	6	1000					
Kralien	Dreadnought	120	120	0.002	0.3	2 forward	1	6	1000	1 rear	1	6	1400	
Arvonian	Fighter	15	15	0.01	1.2	2 forward	0.5	5	800					
Arvonian	Light Carrier	120	120	0.003	0.3	2 forward, 2 rear	1	6	1200					
Arvonian	Carrier	200	200	0.003	0.3	4 forward, 2 rear	1	6	1400					
Torgoth	Goliath	350	350	0.002	0.3	4 forward, 2 rear	1	6	1200					1 tube
Torgoth	Leviathan	400	400	0.002	0.3	2 forward, 2 rear	1	6	1100	1 forward	2	6	2000	1 tube
Torgoth	Behemoth	600	600	0.002	0.3	6 forward, 4 rear	1	4	1000					1 tube
Skaraan	Defiler	250	100	0.004	0.8	2 forward	1	6	1200					Jump drive, cloaking
Skaraan	Enforcer	300	150	0.004	0.8	2 forward, 2 rear	1	6	1000					Jump drive, cloaking
Skaraan	Executor	350	300	0.004	0.8	2 forward	3	6	2000	1 rear	3	4	1400	Jump drive, cloaking
Torgoth torpedo launchers have a damage of 30, cycle time of 30 and range of 5000														
All weapons fired from player torpedo tubes have a range of 5400														
Player homing torpedoes have a damage of 20, nukes and mines 160 and ECMs reduce by half the enemy shield strength														
The damage of enemy beams is equal to the value shown in the table multiplied by the difficulty level (maximum multiplier of 5)														