

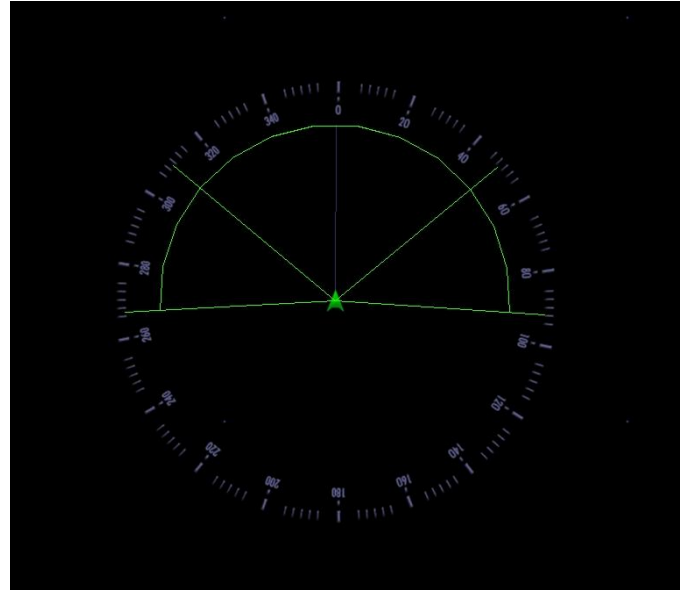
Weapon System Details

Beam Weapons

Beams are the primary type of weapon on both the Artemis class starship and on the enemy vessels. They are direct-fire, meaning that they hit the enemy every time they are fired. Beams do a set amount of damage per shot, and have specific firing arcs and firing ranges. By providing the beam system with more power, the rate at which the beams fire can be increased. At full power, the beam fire rate doubles, meaning that the beams will fire twice as often as they do at standard power settings.

Most starships have beams that fire in large arcs covering the forward half of the ship. Often the beams will overlap in a smaller forward arc directly in front of a ship allowing you to hit another ship, or be hit yourself, with both beams at the same time. As example of this can be seen in the beam arcs for the Artemis class starship itself, where there are two beams, each with a 144 degree firing arc. However, these beams overlap for approximately 100 degrees in the forward arc, creating a more deadly zone of dual beams, complimented by two 44 degree arcs of a single beam off to each side.

Each ship can have a different configuration of beam weapons, firing arcs, recharge times, etc. Some ships, such as the Torgoth Dreadnought, also have aft beams. The damage dealt by enemy beams is tied to the game difficulty level.



Type 9 ECM

The ECM torpedo fires and explodes with an area effect that can hit multiple ships. Instead of physical damage, a ship hit by an ECM blast will lose half of its maximum shield strength, AND its shield frequencies will be severely damaged. This makes beams much more effective against them.

Homing Torpedoes

Homing torpedoes are the main type of kinetic weapon. These weapons can be fired in any direction. If not locked onto a target before firing, a homing torpedo may lock onto a friendly ship or even a star base.

The Weapons Officer can convert 150 units of the starship's available energy to create a homing torpedo. The process can be reversed by converting a homing torpedo in the ship's reserves into 100 energy units.

Nuclear Torpedoes

These torpedoes have a long range and large area of effect capable of damaging or destroying many enemy ships at one time. While they have the same speed as homing torpedoes, they can only be fired forward, and have a maximum lifetime of 18 seconds. Also, they do not track their targets until they are close to the enemy, therefore, a poorly aimed nuke will simply drift off into space and become useless. It is even possible for the ship that fired the nuke to be caught in the blast, so these weapons are often used as a long-range first strike against a fleet of ships.

Damage from nuclear torpedoes is dependent on the distance a target ship is from the center of the explosion. The ships nearest the explosion will suffer the most damage, while ships on the further out will take less damage.

Mines

Mines are deployed directly behind the ship and are generally immobile. Mine detonation affects an area, making them dangerous to groups of enemy ships. The damage mines do is dependent on the distance a target ship is from the center of the explosion. The ship nearest the explosion will suffer the most damage, while ships on the fringes will take less damage.

Mines have proximity sensors and will detonate once a ship is within a distance of 500 units. Close coordination with the Helm Office is necessary during placement to make the mines useful, and to get the best results. When the starship is at full stop, mines deploy at a distance of 634 units. The deployment distance at full impulse is about 750, and at warp 1 it is about 1000.

Weapons Quick Compare

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+