

BATTLECRUISER 3000AD™

APPENDIX D

WEAPONS DATABASE

WEAPON DESIGNATOR CODES

STS	Space-To-Space
OTS	Orbit-To-Surface
ATA	Air-To-Air
ATS	Air-To-Surface
SAM	Surface-Air-Missile
SAL	Surface-Air-Laser
MIN	Mine
APM	All Purpose Missile (used by ground vehicles)
FTL	Used by the Fast Target Acquisition & Lock, FATAL system

GUIDANCE/TRACKING LOGIC

1. STANDARD AND STARSTATION MISSILES

CTL **Continuous Tracking Logic**

The target must remain locked until the missile hits the target. If the lock is lost, the missile will lose the target and fly aimlessly until it self-destructs.

ATL **Automatic Tracking Logic**

Once the missile has acquired a lock and launched, it will continue to track the target until impact. This allows the pilot to select another target once the missile has been launched.

ATL/V **Automatic Tracking Logic with Video**

Identical to ATL type but the missile also has a camera which allows it maintain lock on the target much longer. This info is also relayed back to the firing system. The camera also reduces the acquisition for the missile.

2. SURFACE TO AIR MISSILES

ASL **Advanced Seeker Logic**

The system uses an advanced seeker guidance mechanism with the receiver in the missile. This missile, can 'burn through' jamming at close range and can conduct multiple attacks. Seriously bad news.

VSL **Visual Seeker Logic**

The launch system is guided by a ground controller who must visually track the target prior to launch. The missile, when launched, will fly in the general direction of the launch seeking a valid target. This missile can be fooled by evasive flying or jamming.

3. SURFACE TO AIR LASERS

LTA Laser Target Acquisition

Found only in Surface to Air Laser, SAL systems. The radar system first searches for the target, after acquisition, it fires a laser designator beam at it. The firing system then fires a continuous wave of laser bursts along the beam. This firing system can only be evaded by flying at a safe altitude out of the laser designator range. It cannot be jammed.

4. ORBIT TO SURFACE MISSILES

RITL/V Redundant Independent Tracking Logic with Video

This is found only in OTS weapon systems. A camera in the missile's nose cone is used to locate the target on the planet surface. Once the missile is launched, it will continue to track the point of impact until it reaches its airburst altitude above the planet surface and then detonates, destroying everything within its Target Acquisition Reticule. A ship must be close to the planet when the missile is fired or its timer may expire and cause the missile self-destruct before it reaches the surface.

5. OTHER

VITL Visual Independent Tracking Logic

Used only on craft mounted laser systems. After a target is identified the pilot must compensate for its orientation and fire when it comes into range. In some systems, the laser mounts are fixed and only fire straight ahead. On more advanced and larger ships, the laser mounts can be independently oriented to track the target's location without changing the craft's orientation.

ODSML Orbital Defense System Missile Logic

An enhanced variation of RITL/V for use by ODS missiles only.

WEAPON STATISTICS

1. STANDARD MISSILES

TYPE-NAME	Weapon type and name
MAX. RANGE (KM)	Min. effective range of missile
MIN. RANGE (KM)	Max. effective range of missile
GUIDANCE LOGIC	Determines how the missile tracks its target
BLAST ENERGY	Amount of damage weapon will cause on impact
LOCK TIME (MS)	Length of time missile scans before achieving lock

TYPE-NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME
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ATA-CLUSTER	1	35	ATL	50	2000
ATA-MAGELLAN	1	50	ATL	75	2500
ATA-MARINER	1	50	ATL/V	100	1000
ATA-WARRIOR	1	35	ATL/V	150	1000
ATA-PILGRIM	1	65	CTL	100	1500
ATA-SEEKER	1	50	CTL	125	1500

ATS-SPYDER	1	25	ATL	75	1000
ATS-LYNX	1	35	ATL	100	1500
ATS-MAVERICK	1	50	ATL/V	75	750
ATS-HARPOON	1	75	ATL/V	125	2500
ATS-GAINER	1	50	ATL	100	1500
ATS-HYPERDYNE	1	85	ATL/V	150	3500

STS-VAGRANT	1	15	ATL/V	500	15000
STS-PERSEUS	1	25	ATL/V	125	1000
STS-QUESTOR	1	35	ATL/V	150	1500
STS-STARFLASH	1	50	CTL	75	1000
STS-STARSEEKER	1	50	CTL	100	1500
STS-FIRESTAR	1	35	ATL	125	1500
STS-STARCHILD	1	55	ATL	125	2500
STS-RALIX	1	20	ATL/V	250	10000
STS-ANALOG	1	35	CTL	100	1500

OTS-STALLION	-	-	RITL/V	NUKE	3000
OTS-TANIX	-	-	RITL/V	NUKE	2500
OTS-BUGNOR	-	-	RITL/V	NUKE	2500
OTS-SKYFLASH	-	-	RITL/V	NUKE	5000
OTS-SUNBEAM	-	-	RITL/V	NUKE	1500

APM-RADIX	1	15	ASL	100	1000
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OTS WEAPONS DESTROY ALL TARGETS WITHIN THE PROGRAMMED TARGET ACQUISITION RANGE

2. SURFACE TO AIR MISSILE SYSTEMS

NAME	Weapon type and name
MIN. RANGE (KM)	Min. target range at which platform launches a missile
MAX. RANGE (KM)	Max. target range at which platform launches a missile
GUIDANCE LOGIC	Determines how the SAM system tracks its target
BLAST ENERGY	Amount of damage SAM missile will cause on impact
LOCK TIME (MS)	Length of time SAM system scans before firing missile
PLATFORM	Type of SAM launcher employed

NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME	PLATFORM
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TSX1-LIMPET	1	35	VSL	50	1500	MOBILE
TSX2-LIMPET	1	50	VSL	75	2500	MOBILE
ACM-ROGAN	1	100	ASL	100	2500	MOBILE
ADV-HAWKEYE	1	75	ASL	125	2000	MOBILE

AX-10 FIREBALL	1	75	ASL	50	1500	FIXED
AX-21 FIRESTORM	1	125	VSL	75	3500	FIXED
AX-25 FIREEYE	1	100	VSL	100	3500	FIXED
GDN-4 WORM	1	55	VSL	75	2500	FIXED
GDN-7 WORM	1	75	VSL	100	2000	FIXED

MFX2	1	25	ASL	50	1000	PORTABLE
SSN-STARFLY	1	25	ASL	50	1000	PORTABLE

YOU CANNOT DEPLOY SAM SYSTEMS

3. SURFACE TO AIR LASER SYSTEMS

NAME	Weapon name and name
MIN. RANGE (KM)	Min. target range at which platform fires
MAX. RANGE (KM)	Max. target range at which platform fires
GUIDANCE LOGIC	Determines how SAL system tracks its target before firing
BLAST ENERGY	Amount of damage each laser shot causes on impact
LOCK TIME (MS)	Length of time SAL system scans before achieving lock
RATE OF FIRE (MS)	Intervals between laser shots
PLATFORM	Type of SAL launcher employed

NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME	RATE OF FIRE	PLATFORM
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MK1-PULSE	1	35	LTA	10	35	250	MOBILE
MK2-PULSE	1	50	LTA	15	50	350	MOBILE
XP10	1	50	LTA	25	50	500	MOBILE
XP15	1	75	LTA	25	75	750	MOBILE

MK3-PULSE	1	35	LTA	20	35	750	FIXED
MK1-DEFENDER	1	50	LTA	20	50	750	FIXED
MK2-DEFENDER	1	75	LTA	25	75	500	FIXED

MFx1	1	25	LTA	15	-	-	PORTABLE
SSN-CATCHER	1	25	LTA	15	-	-	PORTABLE

YOU CANNOT DEPLOY SAL SYSTEMS

4. ORBITAL DEFENSE SYSTEMS

NAME	Weapon type and name
MIN. RANGE (KM)	Min. target range at which platform fires
MAX. RANGE (KM)	Max. target range at which platform fires
GUIDANCE LOGIC	Determines how ODS system tracks its target before firing
BLAST ENERGY	Amount of damage each laser shot causes on impact
LOCK TIME (MS)	Length of time ODS system scans before achieving lock
TURRETS	Number of ODS Laser Turrets
MISSILES	Number and type of ODS Missiles
RATE OF FIRE (MS)	Time taken to recharge laser / reload missile

NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME	TURRETS	MISSILES	RATE OF FIRE
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GRAZER	1 -	125 50	ODSML VITL	250 250	1000 50	2	10 x M1	15000 1000
XTENDER	1 -	150 35	ODSML VITL	350 250	1000 35	4	10 x M2	15000 750
PYRON	1 -	150 35	ODSML VITL	250 250	1000 35	3	25 x M1	15000 500
TRANCOR	1 -	150 35	ODSML VITL	250 250	1000 35	3	25 x M1	15000 750
NETSTAR	1 -	75 -	ODSML -	250 / 350 -	1000 -	-	10 x M1 15 x M2	15000 -

ODS PLATFORMS CAN LAUNCH MISSILES AND FIRE LASERS. IN THE TABLE ABOVE, THE FIRST LINE REFERS TO MISSILE CAPABILITY, THE SECOND TO LASER FIRING CAPABILITY. BLANK ENTRIES INDICATE THAT THE PLATFORM DOES NOT SUPPORT THAT CAPABILITY.

ODS MISSILES

NAME	Weapon name
MAX. RANGE (KM)	Min. effective range of missile
MIN. RANGE (KM)	Max. effective range of missile
GUIDANCE LOGIC	Determines how the missile tracks its target
BLAST ENERGY	Amount of damage weapon will cause on impact
LOCK TIME (MS)	Length of time missile scans before achieving lock

NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME
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ODS M1	1	125	ODSML	250	1000
ODS M2	1	125	ODSML	350	1000

YOU CANNOT DEPLOY ORBITAL DEFENSE SYSTEMS
YOU CANNOT TRADE OR EQUIP ODS MISSILES

5. LASER GUNS & TURRETS

NAME	Weapon type
MIN RANGE (KM)	Min target range at which platform fires
MAX RANGE (KM)	Max target range at which platform fires
GUIDANCE LOGIC	Determines how SAL system tracks its target before firing
BLAST ENERGY	Amount of damage each laser shot causes on impact
LIFETIME (MS)	Lifetime of dispersed laser shot
RATE OF FIRE (MS)	Intervals between laser shots

NAME	MIN RANGE	MAX. RANGE	GUIDANCE LOGIC	BLAST ENERGY	LIFE TIME	RATE OF FIRE
MULTI-AXIAL IOD	CRAFT DEPENDANT	CRAFT DEPENDANT	VITL	150	10	CRAFT DEPENDANT
ION DISRUPTOR ARRAY			VITL	75	10	
TYPE 1 TORPEDO			VITL	25	10	
TYPE 2 TORPEDO			VITL	50	10	
TYPE 1 LASER			VITL	15	10	
TYPE 2 LASER			VITL	15	10	
TYPE 3 LASER			VITL	25	10	
TYPE 4 LASER			VITL	25	10	
TYPE 5 LASER			VITL	25	10	
ODS LASER			VITL	250	10	

THE MINIMUM/MAXIMUM RANGE AND THE RATE OF FIRE ARE DEPENDENT ON THE CRAFT THE LASER IS INSTALLED ON.

THE RANGE AND RATE OF FIRE IS DEPENDENT ON THE SHIP'S ACQUISITION RANGE AS WELL AS THE LIFETIME OF THE DISPERSED CHARGE. SINCE THE BLAST ENERGY OF THE CHARGE IS RANGE DEPENDENT, IT WILL HAVE MORE EFFECT IF FIRED AT CLOSE RANGE. THE LIFETIME SIMPLY DETERMINES HOW LONG THE CHARGE WILL REMAIN ACTIVE BEFORE IT DISAPPEARS. FIRING A LASER AT A LONG RANGE WITH A CHARGE THAT HAS A SMALL LIFETIME WILL RESULT IN NO DAMAGE TO THE TARGET OR THE CHARGE BEING DISSIPATED BEFORE IT REACHES THE TARGET.

6. STARSTATION MISSILES

NAME	Weapon name
MAX. RANGE (KM)	Min. effective range of missile
MIN. RANGE (KM)	Max. effective range of missile
GUIDANCE LOGIC	Determines how the missile tracks its target
BLAST ENERGY	Amount of damage weapon will cause on impact
LOCK TIME (MS)	Length of time missile scans before achieving lock

NAME	MIN RANGE	MAX RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME
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DROGUE	01	65	ATL/V	1000	1000
PRAXIS	01	75	ATL/V	750	1000
STARSTORM	01	75	ATL/V	500	1000
PIRANHA	01	65	ATL/V	500	1000
PACER	01	55	ATL/V	1000	1000
SLAVE	01	75	ATL/V	500	1000
WIDOW	01	125	ATL/V	1500	1000

STARSTATION MISSILES ARE LARGE AND EXTREMELY DEADLY, HAVING TWICE THE LIFESPAN OF CONVENTIONAL MISSILES AT THE EXPENSE OF A SLIGHT LOSS IN MANEUVERABILITY.

YOU CANNOT TRADE OR EQUIP STARSTATION MISSILES.

7. MINES

TYPE / NAME	Weapon type / Name
MIN. RANGE (KM)	Min. target range at which platform fires
MAX. RANGE (KM)	Max. target range at which platform fires
GUIDANCE LOGIC	Determines how Mine system tracks its target before firing
BLAST ENERGY	Amount of damage each laser shot causes on impact
RATE OF FIRE (MS)	Intervals between laser shots

TYPE-NAME	MIN. RANGE	MAX. RANGE	GUIDANCE LOGIC	BLAST ENERGY	RATE OF FIRE
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MIN-CRAB	-	-	LTA	10	1000
MIN-LEECH	-	-	-	150	PROXIMITY BLAST

TWO TYPES OF MINES ARE AVAILABLE

CRAB MINES FIRE LASER BLASTS AT THEIR TARGET.

LEECH MINES DETONATE UPON IMPACT WITH A HOSTILE OBJECT OR IF THE OBJECT BREACHES IT'S PROXIMITY DETECTION THRESHOLD.