

# *Cold Infinity*



## *Weapon Systems*

{ALPHA VERSION}



Capital Matter Weapons	Config	Dmg	Range	RoF	Acc	DF	Mass	Tech Lvl	Power	Structure	CP
5cm Long Gun Mark I	Burst	2d6+3	-1/2hex	1+1	0 +	0/0/0	0.6	1	3	6	47
	<i>Special Ammunition</i>										
5cm Long Gun Mark II	Burst	2d6+3	-1/2hex	1+1	0 +	0/0/0	0.6	1	3	6	64
	<i>Special Ammunition; Synchronized I</i>										
5cm Long Gun Mark III	Burst	2d6+3	-1/2hex	1+0	0 +	0/0/0	0.8	1	4	8	114
	<i>Gatling I (2 power/shot); Special Ammunition; Synchronized I</i>										
10cm Long Gun Mark I	Burst	3d6+6	-1/3hex	1+1	2 +	0/0/0	0.6	1	3	6	62
	<i>Special Ammunition</i>										
10cm Long Gun Mark II	Burst	3d6+6	-1/3hex	1+1	2 +	0/0/0	0.6	1	3	6	84
	<i>Special Ammunition; Synchronized II</i>										
50cm Long Gun Mark I	Burst	6d6+3	-1/4hex	1+2	0 ++	0/0/0	1.0	1	5	10	56
	<i>Anti-Capital; Anti-Armor I (1 point)</i>										
50cm Long Gun Mark II	Burst	6d6+12	-1/4hex	1+2	3 ++	0/0/0	1.0	1	5	10	112
	<i>Anti-Capital; Anti-Armor I (2 points)</i>										
100cm Long Gun Mark I	Burst	10d6+3	-1/5hex	1+3	0 ++	0/0/0	1.4	1	7	14	98
	<i>Anti-Capital; Anti-Armor I (2 points)</i>										
100cm Long Gun Mark II	Burst	12d6+12	-1/5hex	1+2	3 ++	0/0/0	1.6	1	8	16	126
	<i>Anti-Capital; Anti-Armor I (2 points)</i>										
Flak Cannon Mark I	Pulse 5/3/—	2d6	-2/hex	1+0	0 +	*	0.4	1	2	4	45
	<i>Anti-Capital; Scattered Pulses; *Flak</i>										
Flak Cannon Mark II	Pulse 5/3/—	1d6+5	-2/hex	1+0	0 +	*	0.4	1	2	4	49
	<i>Anti-Capital; Scattered Pulses; *Flak</i>										
Flak Cannon Mark III	Pulse 5/3/—	2d6+5	-2/hex	1+0	0 +	*	0.4	1	2	4	58
	<i>Anti-Capital; Scattered Pulses; *Flak</i>										
Railgun Mark I	Burst	6d6+10	-1/5hex	1+2	0 +	0/0/0	1.0	1	5	10	91
	<i>Anti-Capital; Anti-Armor III</i>										
Railgun Mark II	Burst	7d6+15	-1/6hex	1+3	0 +	0/0/0	1.0	1	5	10	105
	<i>Anti-Capital; Anti-Armor III</i>										

Capital Particle Weapons	Config	Dmg	Range	RoF	Acc	DF	Mass	Tech Lvl	Power	Structure	CP
Particle Separator, Greater	Burst	3d10	-1/2hex	1+0	0 ++	0/-2/-1	0.4	2	2	4	88
Particle Separator, Lesser	Burst	2d10+5	-1/2hex	1+0	0 ++	0/-2/-1	0.6	2	3	6	64
Rapid Blaster	Pulse	2d6	-1/hex	1+1	-3 +	0/-4/-2	0.6	1	5	6	89

Capital Missile Racks	Magazine	Rng Boost	RoF	Acc	Mass	Tech Lvl	Structure	CP
Harbinger Mark I	20	—	1+1	+0	1.0	1	5	20
	<i>Specific Munitions: Harbinger Missile</i>							
Harbinger Mark II	20	—	1+0	+0	1.0	1	5	23
	<i>Specific Munitions: Harbinger Missile</i>							
Harbinger Mark III	20	+5	1+0	+2	1.0	1	5	41
	<i>Specific Munitions: Harbinger Missile</i>							
Harbinger Mark IV	20	+10	1+0	+5	1.0	2	5	64
	<i>Specific Munitions: Harbinger Missile</i>							
Thunderhead Mark I	40	—	2+0	+2	2.0	1	10	45
	<i>Specific Munitions: Thunderhead Missile</i>							
Thunderhead Mark II	40	+5	2+0	+3	2.0	1	10	59
	<i>Specific Munitions: Thunderhead Missile</i>							
Thunderhead Mark III	40	+10	2+0	+5	2.0	2	10	77
	<i>Specific Munitions: Thunderhead Missile</i>							

Capital Missile Types	Dmg	Launch	Max	Amp	Tech Lvl	CP
Harbinger Missile	15	10	x2	+2	1	24
Thunderhead Missile	20	20	x2	+2	1	50
	<i>Flare</i>					