

# BATTLECRUISER 3000AD™

## APPENDIX C WEAPONS DATABASE

### 1. 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

### 2. GUIDANCE/TRACKING LOGIC

#### 2.1. STANDARD 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.

#### 2.2. 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.

#### 2.3. 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.

#### 2.4. ORBITAL DEFENSE SYSTEMS:

##### **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 target until impact. A ship **MUST** be in orbit in order to fire an OTS missile. There is no range limit, the missile simply flies to its target.

## 2.5. 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.

## 3. STATISTICS

### 3.1. 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
ATA-Cluster	01	35	ATL	50	2000
ATA-Magellan	01	50	ATL	75	2500
ATA-Mariner	01	75	ATL/V	100	500
ATA-Warrior	01	100	ATL/V	150	500
ATA-Pilgrim	01	65	CTL	100	1500
ATA-Seeker	01	50	CTL	125	1500
ATS-Spyder	01	25	ATL	75	1000
ATS-Lynx	01	35	ATL	100	1500
ATS-Maverick	01	50	ATL/V	75	750
ATS-Harpoon	01	75	ATL/V	125	750
ATS-Gainer	01	50	ATL	100	1500
ATS-Hyperdyne	01	100	ATL/V	155	500
STS-Vagrant	01	200	ATL/V	1000	15000
STS-Perseus	01	125	ATL/V	125	1500
STS-Questor	01	75	ATL/V	150	1500
STS-Starflash	01	50	CTL	100	1000
STS-Starseeker	01	50	CTL	100	1500
STS-Firestar	01	50	ATL	125	1500
STS-Starchild	01	65	ATL	125	2500
STS-Ralix	01	100	ATL/V	500	10000
STS-Analog	01	35	CTL	100	1500
OTS-Stallion	-	-	RITL/V	Nuke	1500
OTS-Tanix	-	-	RITL/V	Nuke	1500
OTS-Bugnor	-	-	RITL/V	Nuke	1500
OTS-Skyflash	-	-	RITL/V	Nuke	1500
OTS-Sunbeam	-	-	RITL/V	Nuke	1500
APM-Radix	01	25	ASL	100	1500

Note: OTS weapons destroy all targets within their acquisition range.

### 3.2. SURFACE TO AIR MISSILE SYSTEMS

Name	Weapon type
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
TSX1-Limpet	01	35	VSL	50	1500	MOBILE
TSX2-Limpet	01	50	VSL	75	2500	MOBILE
ACM-Rogan	01	100	ASL	100	2500	MOBILE
ADV-Hawkeye	01	75	ASL	125	2000	MOBILE
AX-10 Fireball	01	75	ASL	50	1500	FIXED
AX-21 Firestorm	01	125	VSL	75	3500	FIXED
AX-25 Fireeye	01	100	VSL	100	3500	FIXED
GDN-4 Worm	01	55	VSL	75	2500	FIXED
GDN-7 Worm	01	75	VSL	100	2000	FIXED
MFX2	01	25	ASL	50	1000	PORTABLE
SSN-Starfly	01	25	ASL	50	1000	PORTABLE

### 3.3. SURFACE TO AIR LASER SYSTEMS

Name	Weapon 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
MK1-Pulse	01	35	LTA	10	35	250	MOBILE
MK2-Pulse	01	50	LTA	10	50	350	MOBILE
XP10	01	50	LTA	15	50	500	MOBILE
XP15	01	75	LTA	20	75	750	MOBILE
MK3-Pulse	01	35	LTA	15	35	750	FIXED
MK1-Defender	01	50	LTA	15	50	750	FIXED
MK2-Defender	01	75	LTA	25	75	500	FIXED
MFX1	01	25	LTA	10	-	-	PORTABLE
SSN-Catcher	01	25	LTA	10	-	-	PORTABLE

### 3.4. ORBITAL DEFENSE SYSTEMS

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
Lock Time (ms)	Length of time SAL system scans before achieving lock
Rate Of Fire (ms)	Intervals between laser shots

NAME	MIN. RANGE	MAX. RANGE	GUIDANCE LOGIC	BLAST ENERGY	LOCK TIME	RATE OF FIRE
GRAZER	-	125	ATL/V & LTA	250/100	1000/50	350
XTENDER	-	150	ATL/V & LTA	350/100	1000/35	500
PYRON	-	35	LTA	50	35	500
TRANCOR	-	35	LTA	50	35	500
NETSTAR	-	750	ATL/V	250	1000	-

Note: Some ODS platforms have missile launch capability as well as laser turrets. Where Rate of Fire is indicated, it is for the laser turrets. Any field with two values represents the missile/laser turret statistics.

### 3.5. 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

Two types of mines are available, Crab mines fire laser blasts at their target, whilst Leech mines detonate upon impact with a hostile object.

TYPE-NAME	MIN. RANGE	MAX. RANGE	GUIDANCE LOGIC	BLAST ENERGY	RATE OF FIRE
MIN-Crab	-	-	LTA	10	1000
MIN-Leech	-	-	-	150	Proximity Blast

### 3.6. 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

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.

NAME	MIN. RANGE	MAX. RANGE	GUIDANCE LOGIC	BLAST ENERGY	LIFE TIME	RATE OF FIRE
Multi-Axial IOD	CRAFT DEPENDANT	CRAFT DEPENDANT	VITL	10	5	CRAFT DEPENDANT
Ion Disruptor			VITL	25	5	
Type 1 Torpedo			VITL	20	5	
Type 2 Torpedo			VITL	25	5	
Type 0 Laser			VITL	10	5	
Type 1 Laser			VITL	10	5	
Type 2 Laser			VITL	15	5	
Type 3 Laser			VITL	20	5	
Type 4 Laser			VITL	25	5	
Type 5 Laser (ODS)			VITL	100	10	

Note that the Multi-Axial IOD (MAX IOD) fires a volley of shots in a wide spread, making it a devastating weapon at closer ranges.