


Beam/Gun Forward Weapons

 The following statistics were taken from the in-game Encyclopedia of version 3.0 Hotfix 1 Beta 1 (Split Vendetta).

[1 Small size (Small ships)] [2 Medium size (Medium ships)] [3 Large size (Destroyer Main Batteries)]

Small size (Small ships)

Name	Mk	Faction 1	Special Effects	Shield Burst DPS (MW)	Shield Sustained ² DPS (MW)	Armour Burst DPS (MW)	Armour Sustained ² DPS (MW)	Heat Gain (MW)	Range (km)	Bullet Speed (m/s)	Fire Rate (/s)
Beam Emitter	Mk1	H+P+T	Hit Scan	50	49	50	49	1,000 MJ/ shot + 27 MW	3.0	N/A	N/A
Beam Emitter	Mk2	H+P+T	Hit Scan	97	95	97	95	1,000 MJ/ shot + 31 MW	3.0	N/A	N/A
Blast Mortar	Mk1	HOP+MI N	Area Of Effect	192	128	192	128	963	3.3	1,440	0.43
Blast Mortar	Mk2	HOP+MI N	Area Of Effect	375	251	375	251	963	3.3	1,440	0.43
Bolt Repeater	Mk1	H+P+T	Ricochets	108	90	108	90	324	3.0	2,400	7.2
Bolt Repeater	Mk2	H+P+T	Ricochets	213	174	213	174	366	3.0	2,400	6.67
Boson Lance	Mk1	ZYA	1,160 MJ/ shot	390	390	390	390	8,000 MJ/ shot	5.0	10,000	0.63
Boson Lance	Mk2	ZYA	____ MJ/ shot	769	769	769	769	8,000 MJ/ shot	5.0	10,000	0.77
Burst Ray	Mk1	PAR	Shield penetration Surface Element D PS x7	18 (+7 hull)	10 (+4 hull)	26	14	1,196	2.0	N/A	N/A
Burst Ray	Mk2	PAR	Shield penetration Surface Element DPS x13	29 (+18 hull)	11 (+7 hull)	48	18	3,023	1.8	N/A	N/A
Ion Blaster	Mk1	ARG	Anti-shield	410	298	50	36	610	2.9	1,920	5
Ion Blaster	Mk2	ARG	Anti-shield	1,056	770	32	23	604	2.9	1,920	4
Mass Driver	Mk1	PAR	Zoom 1,020 MJ/ shot	142	142	142	142	8,000 MJ/ shot	12	10,000	0.29
Mass Driver	Mk2	PAR	Zoom 1,530 MJ/ shot	142	142	142	142	4,500 MJ/ shot	12	10,000	0.29
Muon Charger	Mk1	TEL	Charge-up shots	204	185	204	185	56	2.4	1,571	0.75
Muon Charger	Mk2	TEL	Charge-up shots	396	358	396	358	56	2.4	1,571	0.75
Neutron Gatling	Mk1	T	Ricochets	136	95	136	95	680	2.7	2,160	17

Neutron Gatling	Mk2	T	Ricochets	276	192	276	192	713	2_	2,160	23
Plasma Cannon	Mk1	All		256	143	256	143	1,280	4.1	1,229	0.25
Plasma Cannon	Mk2	All		443	261	443	261	1,138	4.1	1,229	0.33
Pulse Laser	Mk1	All		81	75	81	75	134	3.1	4,147	2.55
Pulse Laser	Mk2	All		156	143	156	143	153	3.1	4,147	3.33
Shard Battery	Mk1	H+P+T	Scatter shots Ricochets	245	139	245	139	245	2.3	2,880	1.0
Shard Battery	Mk2	H+P+T	Scatter shots Ricochets	475	271	475	271	305	2.3	3,456	1.25
Tau Accelerator	Mk1	S	Scatter shots Ricochets	270	147	270	147	450	2_	2,592	3
Tau Accelerator	Mk2	S	Scatter shots Ricochets	524	287	524	287	447	2.1	3,110	3.5
Thermal Disintegrator	Mk1	S	Shield penetration Damage Over Time	70 (+28 hull)	59 (+26 hull)	98	83	293	2_	1,728	3.54
Thermal Disintegrator	Mk2	S	Shield penetration Damage Over Time	118 (+65 hull)	92 (+50 hull)	183	142	479	2.6	1,728	6.57

1. Some weapons are only offered by specific races/factions:

- **A:** All
- **H:** Human
 - **ARG:** Argon Federation, only
- **P:** Paranid:
 - **HOP:** Holy Order of the Pontifex, only
 - **PAR:** Godrealm of the Paranid, only
- **T:** Teladi:
 - **MIN:** Ministry of Finance, only
 - **TEL:** Teladi Company, only
- **S:** Split:
 - **ZYA:** Zyarth Patriarchy, only

2. If a weapon has different DPS vs armour and shield (AKA "Layers"), the following assumptions are made:

- a. The Layer that suffers the highest Burst DPS is assumed to suffer the in-game stated Sustained DPS
- b. The Layer that suffers the lowest Burst DPS is assumed to suffer reduced Sustained DPS equal to ratio of Burst DPSs

Medium size (Medium ships)

Name	Mk	Faction 1	Special Effects	Shield Burst DPS (MW)	Shield Sustained ² DPS (MW)	Armour Burst DPS (MW)	Armour Sustained ² DPS (MW)	Heat Gain (MW)	Range (km)	Bullet Speed (m/s)	Fire Rate (/s)
Beam Emitter	Mk1	H+P+T	Hit Scan	80	77	80	77	1,000 MJ/ shot + 48 MW	4.4	N/A	N/A
Beam Emitter	Mk2	H+P+T	Hit Scan	157	153	157	153	1,000 MJ/ shot + 29 MW	4.4	N/A	N/A

Bolt Repeater	Mk1	H+P+T	Ricochets	191	150	191	150	434	4.8	1,920	5.79
Bolt Repeater	Mk2	H+P+T	Ricochets	374	289	374	289	479	4.8	1,920	4.8
Boson Lance	Mk1	ZYA	____ MJ/ shot	625	625	625	625	8,000 MJ/shot	7.0	10,000	0.53
Boson Lance	Mk2	ZYA	____ MJ/ shot	1,230	1,230	1,230	1,230	8,000 MJ/shot	7.0	10,000	0.77
Ion Blaster	Mk1	ARG	Anti-shield	729	540	45	33	570	4.6	2,496	3.0
Ion Blaster	Mk2	ARG	Anti-shield	1,676	1,243	24	18	568	4.6	2,496	2.0
Mass Driver 5	Mk1	PAR	Zoom ____ MJ/ shot	228	228	228	228	8,000 MJ/shot	16	10,000	0.29
Mass Driver 5	Mk2	PAR	Zoom 2400 MJ/ shot	228	228	228	228	4,500 MJ/shot	16	10,000	0.29
Muon Charger ⁶	Mk1	TEL	Charge-up shots	330	284	330	284	86	3.8	1,257	0.67
Muon Charger ⁶	Mk2	TEL	Charge-up shots	644	556	644	556	86	3.8	1,257	0.67
Neutron Gatling	Mk1	S	Ricochets	237	163	237	163	741	4.3	1,728	7
Neutron Gatling	Mk2	S	Ricochets	473	322	473	322	759	4.3	1,728	11
Plasma Cannon	Mk1	H+P+T+S		460	244	460	244	1,439	6.5	983	0.25
Plasma Cannon	Mk2	H+P+T+S		797	447	797	447	1,278	6.5	983	0.33
Pulse Laser	Mk1	H+P+T+S		128	117	128	117	162	5.0	4,562	2.22
Pulse Laser	Mk2	H+P+T+S		251	226	251	226	178	5.0	4,562	2.93
Shard Battery	Mk1	H+P+T	Scatter shots Ricochets	374	217	374	217	195	3.7	4,032	0.8
Shard Battery	Mk2	H+P+T	Scatter shots Ricochets	730	425	730	425	234	3.7	4,838	1.0
Tau Accelerator	Mk1	S	Scatter shots Ricochets	414	230	414	230	432	2.9	3,266	2
Tau Accelerator	Mk2	S	Scatter shots Ricochets	810	451	810	451	432	3.0	3,919	2.5
Thermal Disintegrator	Mk1	S	Shield penetration Damage Over Time	135 (+30 hull)	125 (+28 hull)	165	153	120	4.1	1,901	2.14
Thermal Disintegrator	Mk2	S	Shield penetration Damage Over Time	279 (+51 hull)	236 (+43 hull)	331	280	297	4.1	1,901	6.46

1. Some weapons are only offered by specific races/factions:

- A: All
- H: Human

- **ARG**: Argon Federation, only
- P**: Paranid:
- **PAR**: Godrealm of the Paranid, only
- T**: Teladi:
- **TEL**: Teladi Company, only
- S**: Split:
- **ZYA**: Zyarth Patriarchy, only
2. If a weapon has different DPS vs armour and shield (AKA "Layers"), the following assumptions are made:
- a. The Layer that suffers the highest Burst DPS is assumed to suffer the in-game stated Sustained DPS
 - b. The Layer that suffers the lowest Burst DPS is assumed to suffer reduced Sustained DPS equal to ratio of Burst DPSs

Large size (Destroyer Main Batteries)

Name	Race	Burst DPS (MW)	Sustained DPS (MW)	Heat Gain (MW)	Range (km)	Bullet Speed (m/s)	Fire Rate (/s)
Behemoth	ARG	1,725	1,439	324	10	1,659	0.67
Odysseus	PAR	2,001	1,335	812	10	2,157	0.35
Phoenix	TEL	858	707	348	10	1,659	0.73
Rattlesnake	SPL	2,329	1,649	672	6.7	1,329	1.45