

Planetguard

Attachments Reference

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Introduction

This document details all of the Weapon and Support attachments available in Planetguard.

Specific values for stats will not be given. Instead more general values will be given as follows:

<i>None</i>
<i>Very Low</i>
<i>Low</i>
<i>Medium-Low</i>
<i>Medium</i>
<i>Medium-High</i>
<i>High</i>
<i>Very High</i>

Stats will likely be subject to change as needed for balancing.

Info Table

Each attachment will have a table with relevant information. The common entries are:

<i>Description</i>	A text description of the attachment for display in-game.
<i>Size</i>	The size of the attachment point.
<i>Design Notes</i>	Any additional notes.

Weapons will have a set of common fields. If a field is omitted it can be assumed it is 0 or None.

<i>Type</i>	The type of weapon.
<i>Damage</i>	How much damage the weapon deals.
<i>Rate of Fire</i>	How quickly the weapon fires.
<i>Ammo</i>	How much ammo the weapon has.
<i>Ammo Regen</i>	How quickly ammo regenerates over time.
<i>Range</i>	How far the weapon can reach.
<i>Volley</i>	Denotes that the weapon fires a volley of projectiles with one shot.
<i>Homing</i>	The accuracy at which the weapon homes in on targets.
<i>Area of Effect</i>	How large the area of effect is.

Weapons

Energy

Pulse Phaser

<i>Description</i>	Fires pulses of concentrated energized particles.
<i>Size</i>	Small
<i>Type</i>	Energy
<i>Damage</i>	Low
<i>Rate of Fire</i>	Medium-High
<i>Ammo</i>	High
<i>Ammo Regen</i>	Very High
<i>Range</i>	Very High
<i>Design Notes</i>	Most basic energy type weapon. Unlocked from the start of the game.

Binary Pulse Phaser

<i>Description</i>	Fires pulses of concentrated energized particles.
<i>Size</i>	Small
<i>Type</i>	Energy
<i>Damage</i>	Medium-Low
<i>Rate of Fire</i>	Very High
<i>Ammo</i>	High
<i>Ammo Regen</i>	High
<i>Range</i>	Very High
<i>Design Notes</i>	An upgraded version of the normal Pulse Phaser.

Dual Pulse Phaser

<i>Description</i>	Fires pulses of concentrated energized particles.
<i>Size</i>	Medium
<i>Type</i>	Energy
<i>Damage</i>	Medium
<i>Rate of Fire</i>	Medium
<i>Ammo</i>	Medium
<i>Ammo Regen</i>	Medium
<i>Range</i>	Very High
<i>Design Notes</i>	Double-barreled pulse phaser.

Pulse Cannon

<i>Description</i>	Fires pulses of super-concentrated, highly-energized particles that create an energy explosion on impact.
<i>Size</i>	Large
<i>Type</i>	Energy
<i>Damage</i>	Very High
<i>Rate of Fire</i>	Medium-Low
<i>Ammo</i>	Medium
<i>Ammo Regen</i>	Medium-Low
<i>Range</i>	Very High
<i>Area of Effect</i>	High

Particle Beam

<i>Description</i>	Fires a continuous beam of energized particles.
<i>Size</i>	Medium
<i>Type</i>	Energy
<i>Damage</i>	Medium-Low
<i>Rate of Fire</i>	Continuous
<i>Ammo</i>	Medium
<i>Ammo Regen</i>	Medium-High
<i>Range</i>	Medium-High

Explosive

Smart Missiles

<i>Description</i>	Standard target-locking missiles.
<i>Size</i>	Medium
<i>Type</i>	Explosive
<i>Damage</i>	Medium-High
<i>Rate of Fire</i>	Medium-Low
<i>Ammo</i>	Medium
<i>Range</i>	High
<i>Homing</i>	High
<i>Design Notes</i>	Most basic missiles unlocked at start of the game.

Harpoon Missiles

<i>Description</i>	Increased payload and more powerful propulsion than standard target-locking missiles, at the cost of decreased homing capabilities.
<i>Size</i>	Medium
<i>Type</i>	Explosive
<i>Damage</i>	High
<i>Rate of Fire</i>	Medium-Low
<i>Ammo</i>	Medium
<i>Range</i>	Very High
<i>Homing</i>	Medium

Stinger Missiles

<i>Description</i>	Compact form-factor with high capacity at the cost of a less potent payload.
<i>Size</i>	Small
<i>Type</i>	Explosive
<i>Damage</i>	Medium
<i>Rate of Fire</i>	Medium-High
<i>Ammo</i>	High
<i>Range</i>	Medium-High
<i>Homing</i>	Very High

Chimera Missiles

<i>Description</i>	Extremely powerful missiles with a large area of effect.
<i>Size</i>	Large
<i>Type</i>	Explosive
<i>Damage</i>	Very High
<i>Rate of Fire</i>	Low
<i>Ammo</i>	Low
<i>Range</i>	Very High
<i>Area of Effect</i>	High

Hydra Missiles

<i>Description</i>	Splits into many smaller homing missiles.
<i>Size</i>	Large
<i>Type</i>	Explosive
<i>Damage</i>	High
<i>Rate of Fire</i>	Low
<i>Ammo</i>	Low
<i>Range</i>	Very High
<i>Homing</i>	High

Conventional

Autogun

<i>Description</i>	Fires heavy rounds very rapidly.
<i>Size</i>	Small
<i>Type</i>	Conventional
<i>Damage</i>	Medium-Low
<i>Rate of Fire</i>	Very High
<i>Ammo</i>	Very High
<i>Range</i>	Medium-High

Autocannon

<i>Description</i>	Fires super-heavy rounds very rapidly.
<i>Size</i>	Medium
<i>Type</i>	Conventional
<i>Damage</i>	Medium
<i>Rate of Fire</i>	Very High
<i>Ammo</i>	Very High
<i>Range</i>	High

Incendiary Cannon

<i>Description</i>	Fires super-heavy incendiary rounds.
<i>Size</i>	Medium
<i>Type</i>	Conventional
<i>Damage</i>	Medium-High
<i>Rate of Fire</i>	Medium-High
<i>Ammo</i>	Very High
<i>Range</i>	Medium

Railgun

<i>Description</i>	Fires super-heavy projectiles at very fast speeds.
<i>Size</i>	Large
<i>Type</i>	Conventional
<i>Damage</i>	Very High
<i>Rate of Fire</i>	Low
<i>Ammo</i>	Medium
<i>Range</i>	Very High

Support

Small Core Overdriver

<i>Description</i>	Increases damage and rate-of-fire of all Energy weapons.
<i>Size</i>	Small

Medium Core Overdriver

<i>Description</i>	Significantly increases damage and rate-of-fire of all Energy weapons.
<i>Size</i>	Medium

Small Shield Booster

<i>Description</i>	Increases shield regeneration rate.
<i>Size</i>	Small

Medium Shield Booster

<i>Description</i>	Significantly increases shield regeneration rate.
<i>Size</i>	Medium

Nanomachines

<i>Description</i>	Nanomachines automatically repair your fighter, providing a small amount of health regeneration.
<i>Size</i>	Medium