

Origin Point Defense Weapons

These basic starship weapons were designed by [Origin Defense Manufacturing](#) in YE 29

The point Defense weapons fire powerful phased energy pulses at incoming mecha, fighter, and missile targets. These cannons are mounted on turrets that are placed along a ship's hull, and track targets using a dedicated sensor system. Each turret holds two cannons, and can rotate to any direction that is not physically blocked by the hull. The fairly slow rate of fire is due to the turrets not being as energy efficient as Military versions, so the charge time per shot is greater. There is an advantage to this, however, allowing the turrets to aim each shot more effectively, theoretically enabling the cannons to do just as much damage as their faster firing brethren.

- **Location:** Hull
- **Weapons:** Phased Energy Pulse
- **Damage Rating:** Tier 9, Heavy Anti-Mecha
- Range: 30,000 miles
- Rate of Fire: 3 pulses a second per cannon.
- **Price:** 3,000 KS/unit

Products & Items Database	
Product Categories	weapons: starship
Product Name	Point Defense Weapons
Manufacturer	Origin Industries

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