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# Origin Starfighter Accessories

[Origin Industries](#) makes a line of accessories which may be fitted to its starfighters, generally utilizing hardpoints. There are three types of Hard points, Heavy duty, medium duty, and light duty.

## Heavy Duty Accessories

### Torpedos

- [OI-Z1A Anti-Ship Cruise Missile](#): Anti-starship torpedos may be mounted singly on heavy duty hardpoints. **Price: 4,000 KS Each**

### Drop Tanks

- Heavy duty drop tanks are large, extended use drop tanks that carry approximately 800 gallons of fuel, or any other liquid you may wish to store in them. **Price: 6,000 KS**

### Electronics Countermeasures

### Big Freaking Guns

- [Ionic Pulse Cannon](#): A light anti-starship cannon, the IPC does not do much physical damage, but is useful in disabling systems and causing electronic havoc. **Price: 6,000 KS**

## Medium Duty Accessories

### Mini-missile Pods

- [Origin Mini-missile Pod](#): Mini-missile pods are reusable pods which can be loaded with many types of soda-can sized missiles. **Price: 3,500 KS for the pod, 10 KS per missile**

### Drop Tanks

- Medium duty drop tanks are mid-sized, extended use drop tanks which store about 400 gallons of fuel, or any other liquid you may wish to store in them. **Price: 2,500 KS**

## Baby Torpedos

- [Baby Torpedoes](#): Small, long-range anti-starfighter torpedos, they can also be used as anti-emplacment munitions. **Price: 1,400 KS**

## Heavy Weapons

- [OI-M1-W3101 Armor Killer Rail Gun](#): A rifle that can be mounted to the medium hardpoints. This version is belt-fed from an ammo box which also takes up a Light Duty hardpoint, but gives the rifle extended use. Kinetic dart: 100 rounds, HEAT: 75 rounds. Panzerfaust not available for this version. **Price: 2,500 KS for the weapon, 250 KS per ammo box**

## Shield Boosters

- [Shield Boosting Pods](#): Pods that can be hung on the hardpoints of a ship to augment and reinforce shielding systems, giving the fighter a much higher rate of defense. **Price: 4,500 KS**

## Light Duty Accessories

### Missiles

- [OI-Z3 Armiore Missiles](#): Small missiles which can be mounted in pairs to the light duty hardpoints. **Price: 150 KS each**
- [Oi-Z3b Streaker Rockets](#): Small missiles which can be mounted in pairs to the light duty hardpoints. **Price: 150 KS each**
- [OI-Z3C Space Missiles](#): Small missiles which can be mounted in pairs to the light duty hardpoints. **Price: 200 KS each**

### Drop Tanks

- Light duty drop tanks are small, extended use drop tanks which store about 130 gallons of fuel, or any other liquid you may wish to store in them. **Price: 1,000 KS**

### Sensor Probes

- [Sensor Booster](#): A small pod which boosts sensor range by 150% (non-stacking), these allow a fighter to be useful at longer ranges. **Price: 1,200 KS**
- [Sensor Probe](#): A small self-propelled probe which allows for high-resolution scans of a target from a safe distance. **Price: 800 KS**

## Support Weapons

- [Oi-M1-W3103 Single Barrel Autocannon](#): a mid-sized cannon normally mounted to the arm of a combat frame, this autocannon has been refitted to fit on the light duty hardpoints as a self-contained Unit. **Price: 2,200 KS for the weapon, 200 KS per magazine**

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