

Weapon Limitations

These rules govern the quantity and quality of firepower available to the numerous [mecha](#), [small craft](#), [starships](#), [vehicles](#), and so forth within the [Star Army](#) setting.

How much weaponry?

Usually, for infantrymen and power armor, this is self-explanatory... or at least easily ruled on. No one expects an infantryman or a power armor to dual-wield bazookas while carrying four spares on their back. For mecha and starships, however, it becomes more nebulous. The rule we offer is: a maximum of 8 On-Tier Weapons (OTWs) and a max of 2 Tier-Equivalent Weapon Groups (TEWGs).

- Getting a higher-tier weapon costs 2 weapons of the tier below.
- Getting a lower-tier weapon costs 1/2 of a weapon from the tier above.
- OTWs can be converted normally into lower-tier weapons and higher-tier weapons.
- TEWGs can only be converted into lower-tier weapons and can only contain weapons below the tier of the weapon's host platform - more on this in the section below.

What is a Tier-Equivalent Weapon Group?

A Tier-Equivalent Weapon Group (TEWG) is a group of lower-tier weapons whose combined "purpose" (read: damage output) is equal to their host platform's tier. Consider, for instance, a Tier 10 (Light Starship) vessel like the [Yui 7-class Scout](#). The following are just a handful of the combinations that would count as a single TEWG for the [Yui 7](#):

- 2 Tier 9 (Heavy Anti-Mecha) [Type 31 Secondary Anti-Starship Turrets](#)
- 1 Tier 9 (Heavy Anti-Mecha) [Type 31 Secondary Anti-Starship Turret](#) + 4 Tier 7 (Light Anti-Mecha) [Type 31 Anti-Fighter Turrets](#)
- 8 Tier 7 (Light Anti-Mecha) [Type 31 Anti-Fighter Turrets](#)
- 6 Tier 7 (Light Anti-Mecha) [Type 31 Anti-Fighter Turrets](#) + 8 Tier 5 (Medium Anti-Armor) [Type 32 Light Anti-Armor Turrets](#)

A gun capable of firing Tier 10 (Light Anti-Starship) [300mm solid mass driver rounds](#), however, would *not* be considered a TEWG for the [Yui 7-class Scout](#). It would instead be considered an OTW, due to the gun's ammunition being the same tier as the [Yui 7](#).

Notes

The following are additional notes and errata for the rules described above.

- **Mecha, small craft, starships, and vehicles with more weapons than the recommended maximum of weapons may not be approved due to being too overpowered.**
- For weapon systems that use ammunition with different [tiers](#): the ammunition with the highest [tier](#) determines the overall [tier](#) of the weapon system.
- For weapon systems located in turrets (like the [Type 31 Secondary Anti-Starship Turret](#) or the [Type 32 Light Anti-Armor Turret](#)): each individual turret is counted as a single weapon system, regardless of how many barrels or weapon systems the turret itself contains. The turret's [tier](#) is determined by the highest-tiered weapon system equipped on or within the turret itself.
- For missile launchers (like the [Mini-Missile Launcher Pod](#)): each “launcher” is counted as a single weapon system, regardless of how many missiles it can carry or launch simultaneously.
- Bombs and torpedoes deployed from a small craft's hardpoints (like the [Anti-Starship Torpedoes](#) launched from a ["Nodachi" Assault Fighter's](#) hardpoints or the [Strategic Aether Bombs](#) dropped from a ["Mamushi" Multirole Starfighter's](#) hardpoints) do not count towards the weapon limits described in the previous sections.

Loadout Example: Giant Robot Dinosaur

Let's say that I'm an evil [Mishhuvurthyar](#) villain recently freed from imprisonment on [Luna Bianca](#) who has decided to create an 80-meter-tall Giant Robot Dinosaur so that I can wreak chaos, havoc, destruction, and despair upon the unsuspecting residents of [Kyoto City](#).

Given that 80-meter-tall units fit under the “Light Starship” ([Tier 10](#)) category according to [this chart](#), I can have:

- 8 [Tier 10](#) (Light Anti-Starship) Weapons
- 2 [Tier](#)-Equivalent Weapon Groups

Since I want to have two Laser Eyes of Destruction™, I take those 8 [Tier 10](#) (Light Anti-Starship) weapons and convert them into...

- 4 [Tier 11](#) (Medium Anti-Starship) weapons

...and then convert those four weapons into:

- 2 [Tier 12](#) (Heavy Anti-Starship) weapons

So, in the case of my giant robot dinosaur with laser eyes, it *can* kill with a glare.

But wait, I wanted it to breathe fire too! And I want my fire breath to cause more damage than my laser eyes. Back to the drawing board: I divide 1 of those [Tier 12](#) (Heavy Anti-Starship) weapons back into 2 [Tier 11](#) (Medium Anti-Starship) weapons. Those two will actually be my laser eyes. The bigger one is my fire breath. So, now, my loadout looks like:

- 1 [Tier 12](#) (Heavy Anti-Starship) Plasma Flamethrower of Doom™

- 2 [Tier](#) 11 (Medium Anti-Starship) Eyes of Destruction™

Then I remember that I've forgotten about the 2 [Tier](#)-Equivalent Weapon Groups. Back to the drawing board one more time: I take those 2 [Tier](#)-Equivalent Weapon Groups and - since they're each "worth" a [Tier](#) 10 (Light Anti-Starship) weapon - split them into:

- 4 [Tier](#) 9 (Heavy Anti-Mecha) Spike Launchers of Devastation™

These launchers, located on the flanks of my Giant Robot Dinosaur, will be my point-defense against any pesky fighter jets the inhabitants of [Kyoto City](#) send to fight me. So, now my loadout looks like this...

- On-[Tier](#) Weapons:
 - 1 [Tier](#) 12 (Heavy Anti-Starship) Plasma Flamethrower of Doom™
 - 2 [Tier](#) 11 (Medium Anti-Starship) Eyes of Destruction™
- [Tier](#)-Equivalent Weapon Groups
 - 4 [Tier](#) 9 (Heavy Anti-Mecha) Spike Launchers of Devastation™

...and there we go. My Godzilla impersonator is armed and ready to smash, stomp, burn, rip, and tear [Kyoto City](#) into rubble! MUAHAHAHAHA!

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