

## Wing Commander 5 Confed Weapon Statistics

### Fighter Guns

Name	Damage	Range	Energy	Speed	Refire Delay/sec
Laser	18	5000	10	2000	0.25
Adj. Mass Drivers	35-55	2400-3600	15-35	1200-1800	0.25-0.35
Tachyon Gun	70	3200	40	1600	0.35
Ion Cannon	30	4500	30	1800	0.35
Plasma Cannon	20-200	3000	10 -100	1000	0
Anti-missile Turret	*special	2000	N/A	N/A	.50
EMP Gun					
(Anti-turret gun)	**special	15000	***special	1500	10.0
Cloak Gun	N/A	N/A	10	N/A	N/A

### Fighter Missiles

Name	Damage	Size	Range	Speed	Accel.	Maneuv.	Lock Time
Mine	400	2	1800	1	1	1	0
Friend or Foe	250	2	6000	1200	800	80	0
Image Recognition	350	2	5000	1600	600	80	1.0
Anti-radiation	300	2	6000	2000	400	50	1.5
Heat Seeker	400	2	5000	2000	800	80	2.0
Light Torpedo	1000	4	12000	1200	300	30	8.0
Torpedo	2000	8	15000	1000	200	20	12.0
Dumb Fire Missile	800	1	9000	3000	1000	0	0
Rocket Pod	150 ea. miss.	1	8000	3000	1000	0	0
Swarmer Pod	150 ea. miss.	4	5000	2000	800	60	0
Tracker Missile	200 ea. miss.	4	15000*	3000**	1000	0/85***	0
Long Range ARM	300	4	12000	2000	800	50	2.0
Long Range IRM	350	4	10000	1600	1200	80	1.5
<b>Enhanced LRARM</b>	<b>400</b>	<b>4</b>	<b>15000</b>	<b>2000</b>	<b>800</b>	<b>60</b>	<b>1.5</b>
<b>Enhanced LRIRM</b>	<b>600</b>	<b>4</b>	<b>13000</b>	<b>1600</b>	<b>1200</b>	<b>90</b>	<b>1.0</b>
<b>Enhanced L. Torpedo</b>	<b>1250</b>	<b>4</b>	<b>15000</b>	<b>1200</b>	<b>300</b>	<b>40</b>	<b>6.0</b>
<b>Enhanced Torpedo</b>	<b>2500</b>	<b>8</b>	<b>20000</b>	<b>1000</b>	<b>200</b>	<b>25</b>	<b>10.0</b>

#### NOTES:

\* Tracker missile's range is Dumbfire(9000) + Friend or Foe(6000)

\*\*Tracker missile has an initial velocity of 3000, than each Friend or Foe missile has a speed of 1200

\*\*\* Tracker missile is an unguided Dumbfire rocket for its first 9000, and a Friend or Foe for its next 6000

Missiles in bold are enhanced through information gained about the enemy

### Starship Guns

Name	Damage	Range	Energy	Speed	Refire Delay
Laser Turret	18	5000	10	2000	.50
Ion Turret	30	4500	30	1800	.85
Ion Cannon	120	6000	80	1000	3.0
Plasma Cannon	320	8000	230	800	8.0
Ship Killer Weapon	1000	12000	N/A	500	25.0

### Starship Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Lock Time
Vertical Launch Cell	150	8000	2000	800	20	2.0
Anti-ship	400	6000	1500	500	60	4.0

## Wing Commander 5 Alien Weapon Statistics

### Fighter Guns

Name	Damage	Range	Energy	Speed	Duration	Refire Delay/sec.
Tongue of Death	10 ea. bolt	5000	25	N/A	0.5 Bolt/1.5 Burst	2.0
Quantum Disrupter (Gun)	35	3200	35	1600	2.0	.40
Proton Accelerator	45	4000	30	2000	2.0	.30
Light Plasma Cannon	60	3000	45	1500	2.0	.30
Plasma Cannon	100	3000	100	1000	3.0	3.0
Shield Killer Weapon	10*	4200	40	1400	3.0	.35
Cloak Gun	N/A	N/A	10	N/A	N/A	0
Disco Ball Sm.	75 ea. ray	3000	50	2000	1.5	6.0

\* Dissolves shields and disrupts electrical system

### Fighter Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Duration	Lock Time
Friend or Foe	280	8000	1200	800	85	21	0
Image Recognition Missile	470	6000	1600	600	85	17	1.0
Fighter Cluster Missile(Tracker)	250 ea. miss.	16000	3000/1600	1000/800	0/85	5/21	0
Quantum Disrupter Missile	600	5000	1800	500	70	12	1.5
Cluster Torpedo	2300	10000	800	300	25	18	8.0

### Starship Guns

Name	Damage	Range	Energy	Speed	Duration	Refire Delay
Plasma Turret	30	3000	N/A	1500	2.0	.30
Flak Cannon	15	10000	N/A	N/A	N/A	.30
Ship Killer Weapon	1000	12000	N/A	800	15.0	25.0
Big Deadly Disco Ball (Alien beam weapon)	150 ea. ray	6000	N/A	N/A	0.5	15.0

### Starship Missiles

Name	Damage	Range	Speed	Accel.	Maneuv.	Duration	Lock Time
Anti-ship missile	2500	12000	2000	200	25	25	12.0
Anti-fighter missile	170	8500	1600	600	85	17	1.0