

Level	SDesign	Mount	Type	Cls	Component Name	DPScombined [1]	BatteryCombined [2]	Range	DPSHull [3]	atHull [3]	DPSshield [4]	atShield [4]	Shots [5]	Fire Rate	Hull D	Shield D	low [6]	EM D	DPSem
43	3	Fixed	Missile	C	Atlatl 280C	1,584	3,168	4,000	792	1,584	792	1,584	2	1.0	264	264	4		
50	3	Fixed	Missile	C	CE-59	1,224	4,896	4,000	612	2,448	612	2,448	4	1.0	153	153	3		
	0	Fixed	Ballistic	B	Vanguard Hellfire Autocannon	1,035	5,520	800	810	4,320	225	1,200	40	7.5	18	5	2		
50	4	Fixed	Particle	B	PBO-175 Auto Helion Beam	912	4,104	3,000	456	2,052	456	2,052	27 [7]	6.0	19	19	3		
10	0	Fixed	Missile	C	Atlatl 270C	894	1,788	4,000	447	894	447	894	2	1.0	149	149	4		
	0	Fixed	Particle	A	Vanguard Obliterator Autoprojector	878	3,960	3,000	439	1,980	439	1,980	30 [8]	6.7	11	11	2		
38	3	Fixed	Missile	B	Atlatl 280B	846	3,384	4,000	423	1,692	423	1,692	4	1.0	141	141	4		
44	3	Fixed	Missile	B	CE-39	832	4,992	4,000	416	2,496	416	2,496	6	1.0	104	104	3		
58	4	Fixed	Missile	C	Tsukisasu 50k	816	4,896	4,250	408	2,448	408	2,448	6	1.0	136	136	4		
60	4	Fixed	Particle	B	Exterminator 95MeV Auto	780	5,148	3,250	390	2,574	390	2,574	33 [9]	5.0	26	26	4		
60	4	Turret	Particle	C	Obliterator 250MeV Alpha Turret	774		3,250	387		387		-	1.5	86	86	4		
24	0	Fixed	Missile	C	CE-49	768	3,072	4,000	384	1,536	384	1,536	4	1.0	96	96	3		
55	4	Fixed	Ballistic	B	Jishaku AINiCo Rapid	720	2,880	1,000	560	2,240	160	640	20	5.0	28	8	3		
	4	Fixed	Missile	B	Hunter Mag-450 Missile Launcher	720	7,200	3,750	360	3,600	360	3,600	10	1.0	90	90	3		
27	1	Turret	Particle	C	PBO-300 Auto Alpha Turret	704	4,224	3,000	352	2,112	352	2,112	24	4.0	22	22	3		
51	3	Fixed	Particle	C	Obliterator 250MeV Auto	696	5,220	3,250	348	2,610	348	2,610	30	4.0	29	29	4		
55	4	Fixed	Particle	A	Vaporizer 35MeV Auto	678	3,672	3,250	339	1,836	339	1,836	36 [10]	6.7	17	17	4		
25	2	Fixed	Missile	A	Atlatl 280A	656	3,936	4,000	328	1,968	328	1,968	6	1.0	82	82	3		
25	1	Turret	Particle	B	PBO-100 Neutron Turret	640	3,456	3,000	320	1,728	320	1,728	27 [11]	5.0	16	16	3		
36	3	Fixed	Missile	A	CE-19	616	4,928	4,000	308	2,464	308	2,464	8	1.0	77	77	3		
	0	Turret	Particle	C	Disruptor 3340A Auto Alpha Turret	608	2,736	3,500	304	1,368	304	1,368	18	4.0	19	19	3		
24	0	Fixed	Particle	C	PBO-300	608	3,648	3,000	304	1,824	304	1,824	24	4.0	19	19	3		
39	3	Fixed	Particle	A	PBO-50	599	2,700	3,000	299	1,350	299	1,350	30 [12]	6.7	15	15	4		
37	3	Fixed	Ballistic	A	Dangan W RF Auto	585	1,760	1,000	452	1,360	133	400	20	6.7	17	5	3		
50	3	Fixed	Particle	B	Exterminator 95MeV	585		3,250	293		293		-	2.5	39	39	4		
	3	Fixed	Laser	B	Dragon 251P UV Pulse Laser	580	3,828	1,000	140	924	440	2,904	33	5.0	7	22	3		
	0	Turret	Particle	B	Disruptor 3320 Neutron Turret	580		3,500	290		290		-	2.5	29	29	3		
28	2	Fixed	Particle	B	PB-175 Helion Beam	580		3,000	290		290		-	2.5	29	29	3		
19	0	Fixed	Missile	B	CE-29	580	2,784	4,000	290	1,392	290	1,392	6	1.3	58	58	3		
57	4	Fixed	Ballistic	C	MKE-9A	576	5,760	1,250	444	4,440	132	1,320	40	4.0	37	11	4		
	0	Fixed	Particle	C	Vanguard Ares Particle Cannon	576	3,888	3,000	288	1,944	288	1,944	27	4.0	18	18	3		
59	0	Fixed	Missile	B	Tsukisasu 33k	576	4,608	4,250	288	2,304	288	2,304	8	1.0	96	96	4		
	3	Fixed	Particle	B	Disruptor 3330A Helion Beam	570	2,394	3,500	285	1,197	285	1,197	21 [13]	5.0	19	19	4		
36	3	Turret	Particle	B	Eradicator 75MeV Auto	570	3,762	3,250	285	1,881	285	1,881	33 [14]	5.0	19	19	4		
25	0	Fixed	Particle	B	Eradicator 75MeV	560		3,250	280		280		-	2.5	28	28	3		
20	0	Fixed	Particle	B	PBO-100	560	3,024	3,000	280	1,512	280	1,512	27 [15]	5.0	14	14	3		
16	4	Fixed	Particle	A	PBO-40	559	2,940	3,000	279	1,470	279	1,470	35 [16]	6.7	14	14	4		
	0	Fixed	Particle	C	Disruptor 3340A Auto Alpha Beam	544	2,448	3,500	272	1,224	272	1,224	18	4.0	17	17	3		
	1	Fixed	Missile	C	Devastator 1500 Missile Launcher	544	4,352	3,750	272	2,176	272	2,176	8	1.0	68	68	3		
52	3	Fixed	Laser	B	Reza 10 Phz UV Pulse	540	3,888	500	120	864	420	3,024	36	5.0	8	28	4		
51	2	Fixed	Laser	C	Reza 300 Phz Pulse	528	5,280	800	120	1,200	408	4,080	40	4.0	10	34	4		
	0	Fixed	Laser	C	Vanguard Starseeker Pulse Laser	522	1,305	1,000	144	360	378	945	15	6.0	8	21	4		
	0	Fixed	Particle	B	Disruptor 3320A Neutron Beam	520	2,184	3,500	260	1,092	260	1,092	21	5.0	13	13	3		
	4	Fixed	Missile	A	Infiltrator SC-02 Missile Launcher	520	7,280	3,750	260	3,640	260	3,640	14	1.0	65	65	3		
	3	Fixed	Particle	A	Disruptor 3310A Proton Beam	519	1,872	3,500	259	936	259	936	24 [17]	6.7	13	13	4		
	3	Fixed	Ballistic	C	Marauder 115 Rapid Railgun	516	2,580	800	396	1,980	120	600	20	4.0	33	10	4		
38	3	Fixed	Ballistic	B	Jishaku AINiCo	510		1,000	390		120		-	2.5	39	12	3		
29	2	Fixed	Particle	B	Eradicator 75MeV Auto	510	3,366	3,250	255	1,683	255	1,683	33 [18]	5.0	17	17	4		
	1	Fixed	Particle	A	Disruptor 3310 Proton Beam	503		3,500	251		251		-	3.5	18	18	3		
38	3	Fixed	Particle	A	Vaporizer 35MeV	503		3,250	251		251		-	3.5	24	24	4		
47	4	Fixed	Ballistic	A	KE-31A	499	1,500	1,250	379	1,140	120	360	20	6.7	19	6	4		
47	4	Fixed	Laser	A	Reza 30Thz IR Pulse	499	3,000	800	120	720	379	2,280	40	6.7	6	19	4		
27	1	Fixed	Laser	C	Blaze-P 2GW	496	4,092	1,250	112	924	384	3,168	33	4.0	7	24	3		
43	1	Turret	Ballistic	C	Jishaku Nd RF Rapid	496	4,092	1,000	384	3,168	112	924	33	4.0	24	7	3		
27	1	Fixed	Ballistic	C	MKE-4A	496	4,960	1,250	384	3,840	112	1,120	40	4.0	24	7	3		
46	3	Fixed	Laser	B	Torch-P 250MW	495	1,980	1,250	120	480	375	1,500	20	5.0	8	25	4		
36	1	Fixed	Particle	C	Obliterator 250MeV	495		3,250	248		248		-	1.5	55	55	4		
19	0	Fixed	Particle	C	PB-300	492		3,000	246		246		-	1.5	41	41	3		
29	0	Fixed	Missile	C	Tsukisasu 40k	492	2,952	4,250	246	1,476	246	1,476	6	1.0	82	82	4		
12	0	Fixed	Particle	A	PBO-30	479	2,160	3,000	239	1,080	239	1,080	30 [19]	6.7	9	9	3		
	3	Turret	Ballistic	C	Marauder 115 Railgun Turret	473		800	365		108		-	1.5	81	24	4		
42	4	Fixed	Missile	A	Tsukisasu 19K	468	4,680	4,250	234	2,340	234	2,340	10	1.0	78	78	4		
24	0	Fixed	Ballistic	C	Jishaku Nd RF Rapid	464	3,828	1,000	352	2,904	112	924	33	4.0	22	7	3		
	0	Turret	Laser	C	Dragon 261 SX Laser Turret	462		1,000	108		354		-	1.5	18	59	3		
26	1	Turret	Ballistic	B	Jishaku Fe RF Rapid	460	1,840	1,250	360	1,440	100	400	20	5.0	18	5	3		
16	0	Fixed	Particle	B	PB-100	460		3,000	230		230		-	2.5	23	23	3		
	2	Fixed	Laser	A	Dragon 231 IR Pulse Laser	452	2,244	1,000	106	528	346	1,716	33	6.7	4	13	3		
	2	Fixed	Particle	B	Disruptor 3330 Helion Beam	450		3,500	225		225		-	2.5	30	30	4		
38	3	Turret	Ballistic	B	KE-42 [20]	443		1,500	338		105		-	2.5	45	14	4		
	2	Fixed	Laser	B	Dragon 251 UV Laser	440		1,000	100		340		-	2.5	10	34	3		
20	1	Fixed	Ballistic	B	Jishaku Fe RF Rapid	440	1,760	1,000	340	1,360	100	400	20	5.0	17	5	3		
	1	Fixed	Missile	B	Hunter Mag-350 Missile Launcher	440	4,400	3,750	220	2,200	220	2,200	10	1.0	55	55	3		
31	3	Fixed	Particle	A	PB-50	440		3,000	220		220		-	3.5	21	21	4		
20	1	Fixed	Particle	A	Ravager 20MeV Auto	439	2,376	3,250	219	1,188	219	1,188	36 [21]	6.7	11	11	4		
19	1	Fixed	Ballistic	A	KE-20A	426	1,280	800	319	960	106	320	20	6.7	12	4	3		
	0	Fixed	Particle	A	Disruptor 3300A Electron Beam	426	1,536	3,500	213	768	213	768	24 [22]	6.7	8	8	3		
44	3	Fixed	Ballistic	B	KE-49	420		1,250	323		98		-	2.5	43	13	4		
47	3	Fixed	Laser	B	Reza 10 Phz UV	420		500	98		323		-	2.5	13	43	4		
	0	Turret	Laser	B	Dragon 241 Pulse Laser Turret	420	5,544	1,250	100	1,320	320	4,224	33	2.5 [23]	10	32	3		
36	3	Fixed	Laser	A	Singe-P 4MW	419	1,575	1,250	100	375	319	1,200	25	6.7	5	16	4		

Level	SDesign	Mount	Type	Cls	Component Name	DPScombined [1]	BatteryCombined [2]	Range	DPSHull [3]	atHull [3]	DPSshield [3]	atShield [3]	Shots [5]	Fire Rate	Hull D	Shield D	low [6]	EM D	DPSem
	0	Fixed	Laser	C	Dragon 261P SX Pulse Laser	416	2,080	1,000	96	480	320	1,600	20	4.0	6	20	3		
25	0	Fixed	Missile	B	Tsukisasu 25k	416	3,328	4,250	208	1,664	208	1,664	8	1.0	52	52	3		
5	0	Fixed	Missile	B	Atlatl 270B	408	1,632	4,000	204	816	204	816	4	1.0	68	68	4		
25	2	Fixed	Ballistic	A	Dangan W	405		1,000	307		98		-	3.5	22	7	3		
25	0	Fixed	Ballistic	B	KE-42	400		1,250	310		90		-	2.5	31	9	3		
	0	Fixed	Laser	B	Dragon 241 Pulse Laser	400	2,640	1,000	100	660	300	1,980	33	5.0	5	15	3		
	0	Fixed	Particle	B	Disruptor 3320 Neutron Beam	400		3,500	200		200		-	2.5	20	20	3		
24	0	Fixed	Ballistic	C	MKE-4	396		1,250	306		90		-	1.5	51	15	3		
30	1	Turret	Laser	C	Blaze-P 2GW	396	3,267	1,250	96	792	300	2,475	33	4.0	8	25	4		
30	2	Fixed	Ballistic	B	KE-42A	390	1,560	1,250	300	1,200	90	360	20	5.0	20	6	4		
36	0	Fixed	Laser	B	Reza 600 THz Pulse	390	3,120	500	90	720	300	2,400	40	5.0	6	20	4		
1	0	Fixed	Missile	A	Atlatl 270A	376	2,256	4,000	188	1,128	188	1,128	6	1.0	47	47	3		
36	2	Fixed	Laser	C	Reza 300 Phz	369		800	86		284		-	1.5	19	63	4		
36	3	Fixed	Laser	B	Torch 250MW	368		1,250	83		285		-	2.5	11	38	4		
36	3	Fixed	Ballistic	A	KE-31	366		1,250	283		84		-	3.5	27	8	4		
36	2	Fixed	Ballistic	C	MKE-9	365		1,250	279		86		-	1.5	62	19	4		
8	0	Fixed	Particle	A	PB-30	363		3,000	181		181		-	3.5	13	13	3		
19	0	Fixed	Ballistic	C	Jishaku Nd	360		1,000	276		84		-	1.5	46	14	3		
19	0	Fixed	Laser	C	Blaze 2GW	360		1,250	84		276		-	1.5	14	46	3		
	2	Fixed	Ballistic	A	Mauler 105U Auto	359	1,080	800	279	840	80	240	20	6.7	14	4	4		
36	3	Fixed	Laser	A	Reza 30THz IR	356		800	84		272		-	3.5	8	26	4		
	1	Fixed	Laser	A	Dragon 231 IR Laser	349		1,000	84		265		-	3.5	6	19	3		
11	0	Fixed	Ballistic	A	Dangan Pb RF Auto	346	1,040	1,000	266	800	80	240	20	6.7	10	3	3		
9	0	Fixed	Laser	A	Flare-P 15MW IR	346	1,300	1,250	80	300	266	1,000	25	6.7	3	10	3		
25	1	Turret	Laser	B	Scorch-P 60MW	345	1,380	1,500	75	300	270	1,080	20	5.0	5	18	4		
16	0	Fixed	Ballistic	B	Jishaku Fe	340		1,000	260		80		-	2.5	26	8	3		
	0	Fixed	Laser	C	Dragon 261 SX Laser	336		1,000	78		258		-	1.5	13	43	3		
	0	Fixed	Particle	A	Disruptor 3300 Electron Beam	335		3,500	168		168		-	3.5	12	12	3		
	1	Fixed	Ballistic	C	Marauder 115 Railgun	333		800	257		77		-	1.5	57	17	4		
	2	Fixed	Ballistic	B	Mauler 1071 Cannon	330		800	255		75		-	2.5	34	10	4		
	0	Turret	Ballistic	B	Mauler 106T Autocannon	330	2,178	800	255	1,683	75	495	33	5.0	17	5	4		
16	4	Fixed	Ballistic	B	Mauler 106S	326	372	800	252	288	74	84	2[24]	1.8	48	14	4		
	1	Fixed	Missile	A	Infiltrator SC-01 Missile Launcher	324	4,536	3,750	160	2,240	164	2,296	14	1.0	40	41	3		
	0	Fixed	Laser	A	Dragon 221 MW Pulse Laser	319	1,584	1,000	80	396	239	1,188	33	6.7	3	9	3		
19	0	Fixed	Laser	B	Scorch-P 60MW	315	2,520	1,250	75	600	240	1,920	20	2.5	10	32	4		
12	0	Fixed	Particle	A	Ravager 20MeV	314		3,250	157		157		-	3.5	15	15	4		
	0	Fixed	Ballistic	C	Marauder 114ANC Rapid Railgun	312	1,560	800	240	1,200	72	360	20	4.0	20	6	4		
11	0	Fixed	Ballistic	A	KE-20	307		800	237		70		-	3.5	17	5	3		
	0	Fixed	Particle	C	Disruptor 3340 Alpha Beam	304		3,500	152		152		-	1.0	38	38	3		
11	0	Fixed	Missile	A	Tsukisasu 13K	304	3,040	4,250	152	1,520	152	1,520	10	1.0	38	38	3		
24	2	Fixed	Laser	A	Singe 4MW	304		1,250	73		230		-	3.5	7	22	4		
39	3	Fixed	EM	A	Nullifier 1750	300		800	6		6		-	1.5	1	1	3	48	288
25	0	Fixed	Laser	B	Reza 600 THz	300		500	68		233		-	2.5	9	31	4		
	0	Fixed	Laser	B	Dragon 241 Laser	300		1,000	70		230		-	2.5	7	23	3		
	0	Fixed	Ballistic	B	Mauler 106T Autocannon	300	1,980	800	225	1,485	75	495	33	5.0	15	5	4		
16	4	Turret	Laser	B	Scorch-S 80MW [25]	297		1,500	72		225		??	3.0	8	25	4		
1	0	Fixed	Missile	A	CE-09	288	2,304	4,000	144	1,152	144	1,152	8	1.0	36	36	3		
1	1	Fixed	Laser	A	Reza 45 GHz MW Pulse	279	1,680	800	60	360	219	1,320	40	6.7	3	11	4		
6	0	Fixed	Ballistic	A	Dangan Pb	279	1,600	1,000	209	1,200	70	400	20	3.5	15	5	3		
	1	Fixed	Ballistic	A	Mauler 105U	272		800	209		63		-	3.5	20	6	4		
	0	Fixed	Ballistic	C	Marauder 114ANC Railgun	252		800	194		59		-	1.5	43	13	4		
1	0	Fixed	Laser	A	Flare 15MW IR	251		1,250	56		195		-	3.5	4	14	3		
14	0	Fixed	Laser	B	Scorch 60MW	248		1,250	60		188		-	2.5	8	25	4		
	3	Fixed	Ballistic	B	Mauler 1071 Autocannon	248	3,267	800	188	2,475	60	792	33	2.5	25	8	4		
30	2	Fixed	EM	B	Firebolt 4000	245		800	5		5		-	1.3	1	1	3	47	235
1	0	Fixed	Ballistic	A	Mauler 104L Auto	239	720	800	180	540	60	180	20	6.7	9	3	4		
16	4	Fixed	Missile	B	Atlatl 290B	230	922	4,000	115	461	115	461	4	1.0	96	96	10		
	0	Fixed	Ballistic	B	Mauler 106T Cannon	225		800	173		53		-	2.5	23	7	4		
	0	Fixed	Laser	A	Dragon 221 MW Laser	223		1,000	56		168		-	3.5	4	12	3		
9	0	Fixed	Laser	A	Reza 45 GHz MW	220		800	52		168		-	3.5	5	16	4		
30	0	Fixed	EM	C	Fulminator 8000	192		800	3		3		-	0.8	1	1	3	58	186
12	0	Fixed	EM	A	Spark 750	192		1,000	6		6		-	1.5	1	1	3	30	180
	0	Fixed	Missile	A	Vanguard Tempest CE-13 Launcher	189	1,008	4,000	99	528	90	480	8	1.5	33	30	6		
1	0	Fixed	Ballistic	A	Mauler 104L	178		800	136		42		-	3.5	13	4	4		
51	2	Fixed	EM	C	Tatsu 501EM	176		800	2		2		-	0.8	1	1	6	108	173
55	4	Fixed	EM	A	Supaku 250GC	168		800	3		3		-	1.5	1	1	6	54	162
52	4	Fixed	EM	B	Supaku 600GC	143		800	3		3		-	1.3	1	1	6	55	138
51	2	Fixed	EM	C	Tatsu 500EM	142		800	2		2		-	0.8	1	1	6	87	139
19	1	Fixed	EM	A	Supaku 110GC	114		800	3		3		-	1.5	1	1	6	36	108

[Reddit Thread](#)

[Ship Parts](#)

[1] DPS with as many of this weapon equipped as you are allowed combining Hull, Shield, and EM damage.

As reddit user Omegao pointed out only 1 type of damage can be applied at a time but this will still give you a general idea of the weapons usefulness.

[2] Max damage dealt with as many of this weapon equipped as you are allowed combining Hull, Shield, and EM damage before needing to reload.

Think of it like sustained DPS

[3] Total damage dealt in hull damage with a full battery with as many of this weapon equipped as possible before needing to reload.

[4] Total damage dealt in shield damage with a full battery with as many of this weapon equipped as possible before needing to reload.

[5] Number of times the weapon can be fired before needing to reload

I made assumptions for turret information based on their Fixed counterparts

[6] Max power.

12 / this value is how many of this weapon you can have equipped.

[7] Fires in 3 round bursts

[8] Fires in 3 round bursts

[9] Fires in 3 round bursts

[10] Fires in 3 round bursts

[11] Fires in 3 round bursts

[12] Fires in 3 round bursts

[13] Fires in 3 round bursts

[14] Fires in 3 round bursts

[15] Fires in 3 round bursts

[16] Fires in 5 round bursts

[17] Fires in 3 round bursts

[18] Fires in 3 round bursts

[19] Fires in 3 round bursts

[20] This is the only non auto turret

[21] Fires in 3 round bursts

[22] Fires in 3 round bursts

[23] Strange that this has the same fire rate as the non pulse model but has pulse in the name.

[24] Fires a 2 round burst of 6 pellets each

I assume the damage is split across the pellets since this weapon performs so poorly

[25] Only turret with no fixed counterpart?