

Beam Weapon Costs (Addendum to Table 1.15)

Type	Space	Offensive Value	Minimum Size	Availability ¹
<i>Particle Weapons</i> [Beam/Cannon]; (Use Table 1.17 to determine penetration values)				
PBC-I	2	1	2	2123
PBC-II	3	2	3	2138
PBC-III	4	3	4	2145
PBC-IV	5	4	5	2153

¹: Availability is static and may not be adjusted for Alien Availability (Table 1.1) when applied to Andorians, Tellarites or Vulcans.

Missile Weapon Costs (Addendum to Table 1.16)

Type	Space	Offensive Value	Minimum Size	Availability ¹
<i>Missile Weapons</i> (Use Table 1.17 to determine penetration values) ²				
Type A*	2	1	-	2106
Type A1*	3	2	3	2120
Type B*	4	4	4	2143
Type B1*	6	5	5	2155
Type C**	2	3	3	2148
Type C1**	3	4	4	2166
Type C2**	5	5	4	2181

¹: Availability is static and may not be adjusted for Alien Availability (Table 1.1) when applied to Andorians, Tellarites or Vulcans.

²: These are variable yield weapons and can be fired at warp speeds.

*= Use the FST penetration column.

**= Use the photon penetration column.