

Vehicle Weapons

ANTI-MATTER TORPEDOES/MINES

These spaceship weapons can be programmed to detonate when a large mass comes within a set range, or after a set time has elapsed, or simply fired at a target. AMTMs use a trickle of powdered anti-lead in a tank of water to provide propulsion, then dump the whole charge into the water to explode.

Light Torpedoes PRICE: 91,100

9d6 RKA, AE Rad 43,875 (44 KiloHexes) x1000 Radius (+3 1/2), 32ch (+ 1/4), Time Delay (+ 1/4), Trigger: Proximity Fuse (+ 1/4), Increased Max Range x78,125 (+1 1/2) 71,171,875 (142,344 Kilometers): (+5 3/4), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes (1d6 per 5 KiloHexes) (-1) (-2 1/2)

Active Cost: 911 Real Cost: 360 Mass: 3.2T Volume: 0 CuHexes

Medium Torpedoes PRICE: 126,000

12d6 RKA, AE Rad 64,000 (64 KiloHexes) x1000 Radius (+3 1/2), 64ch (+1/2), Time Delay (+ 1/4), Trigger: Proximity Fuse (+ 1/4), Increased Max Range x78,125 (+1 1/2) 98,437,500 (196,875 Kilometers): (+6), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes (1d6 per 5 KiloHexes) (-1) (-2 1/2)

Active Cost: 1260 Real Cost: 360 Mass: 3.2T Volume: 2 CuHexes

Heavy Torpedoes PRICE: 168,700

15d6 RKA, AE Rad 90,000 (90 KiloHexes) x1000 Radius (+3 1/2), 125ch (+3/4), Time Delay (+ 1/4), Trigger: Proximity Fuse (+ 1/4), Increased Max Range x390,625 (+1 3/4) 65,894,375 (1,317,969 Kilometers): (+6 1/2), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes (1d6 per 5 KiloHexes) (-1) (-2 1/2)

Active Cost: 1687 Real Cost: 482 Mass: 12.8T Volume: 8 CuHexes

Extra Heavy Torpedoes PRICE: 216,000

18d6 RKA, AE Rad 121,500 (121.5 KiloHexes) x1000 Radius (+3 1/2), 250ch (+1), Time Delay (+ 1/4), Trigger: Proximity Fuse (+ 1/4), Increased Max Range x1,953,125 (+2) 421,875,000 (8,437,500 Kilometers): (+7), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes (1d6 per 5 KiloHexes) (-1) (-2 1/2)

Active Cost: 2160 Real Cost: 617 Mass: 64T Volume: 28 CuHexes

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

<https://curufea.com/doku.php?id=roleplaying:campaign:nfl:nflvehicle>

Last update: **2013/03/18 22:04**



