Starships D6 / Concussion Munitions and Or

Concussion Munitions and Ordnance

Cluster Missile Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Blast Radius: 40/80/100m
Damage: 9D/8D/7D
Game Notes: Basic anti-starfighter weapon which makes dodging the blast difficult
at the least, it targets a fighter and explodes all around that fighter.
It is difficult for the fighter pilots to percieve if the missile is a
cluster munitions type and will assume that it is just a regular missile.

Digger Missile Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Damage: 9D
Game Notes: Digger missile can go into the Hull and is on ether a timed
detonation or a Remote Detonation although timed detonations
can still be detonated by remote if the firer deems it necessary.

Scatter Pack Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Damage: 11D
Game Notes: The scatter pack missile is just the concussion missile body but
the warhead carries about 40 short-ranged missiles that attack
various fighters or capital ships from all sorts of angles. The
missile's computer can be programmed to target a specific point
on a ship/fighter and the mini-missiles go after like a swarm of

Piranha beetles

Mag Pulse Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Damage: 9D (Ionization)

Advanced Concussion Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Damage: 10D

Heavy Munitions Concussion Variant

Fire Arc: front, left, right, back
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: (see ship stats)
Range: 2-25/45/100
Atmosphere Range: 4-24/60/120km
Damage: 15D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Knightofheero@aol.com, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.