



Starships D6 / Concussion Munitions a

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 perceive 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 either 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

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