



Starships D6 / Heavy Proton Torpedo Launcher

HEAVY PROTON TORPEDO LAUNCHER

Model: Arakyd HiR-fex Proton Torpedo Launcher

Type: Proton Torpedo Launcher + Magazine

Scale: Starfighter

Skill: Starship Gunnery

Crew: 1

Ammo: Includes 12-torpedo rack

Cost:

-Launcher + 12 torpedoes: 3,000 credits

-Replacement Torpedoes: 1,000 credits each

Weight: 3 metric tons

Availability: 2, R

Fire Rate: 1

Fire Control: 2D

Range:

-Space: 1/3/7

-Atmosphere: 30-100/300/700m

Damage: 10D

GAME DESIGN NOTES:

While converting some ships from Star Wars D20 to D6, the proton torpedoes always converted their Damage to 10D instead of the usual 9D. To rectify this, I decided to make a Heavy version of the Proton Torpedo Launcher, and there already is a Heavy version of Concussion Missiles, so it made sense.

Availability Chart:

1 - Readily available throughout the galaxy.

2 - Available only in large cities or spaceports.

3 - Specialized item, normally available only on planet of origin.

4 - Rare item, difficult to find anywhere.

F - Fee or permit often required for purchase.

R - Restricted on most planets, and normally may not be bought or sold without appropriate Imperial or other relevant license.

X - Illegal on most planets. Possession or use often violates Imperial or local laws except for specially authorized individuals; penalties may be severe.

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