



## Starships D6 / Super-Heavy Proton To

### SUPER-HEAVY PROTON TORPEDO LAUNCHER

Model: Arakyd Ultra-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: 4,000 credits

-Replacement Torpedoes: 1,200 credits each

Weight: 5 metric tons

Availability: 3, X

Fire Rate: 1

Fire Control: 2D

Range:

-Space: 1/3/7

-Atmosphere: 30-100/300/700m

Damage: 11D

### 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.

Then I got the idea that there could also be a "super-heavy" version, and here we go. GMs may wish to increase the weight cargo space for installation to make their players really think about whether they really want/need such a powerful weapon and if the trade-off is worth it.

## 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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