Starships D6 / Super-Heavy Proton Torpedo L

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 reallyy 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 withithout 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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