

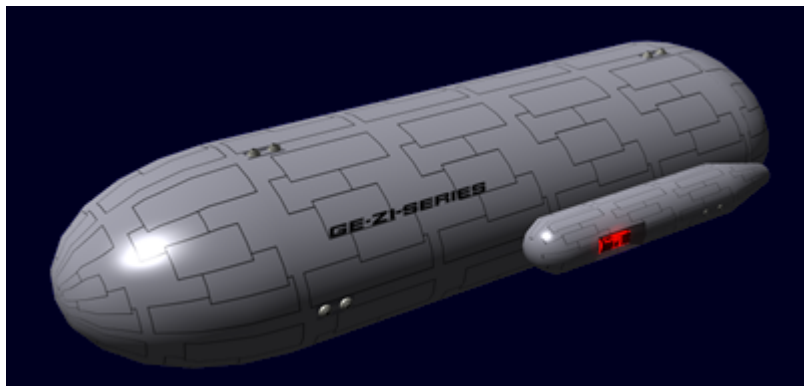
Ge-Z1 Series Torpedoes



The Ge-Z1 series torpedo is [Geshrinari Shipyards](#) first line of ship torpedoes. They became available in [YE 33](#).

About the Ge-Z1

The Ge-Z1 come in various models with unique properties. The basic systems for the torpedo are the same, it is the payload that makes the difference. It is propelled by a pair of micro-[CDD](#) nacelles. They are configured for STL travel only. They also feature [ion thrusters](#) for attitude control. Physically they are designed to be compatible with any system that can launch a [Ke-Z1 Series Anti-Starship Torpedoes](#).



General

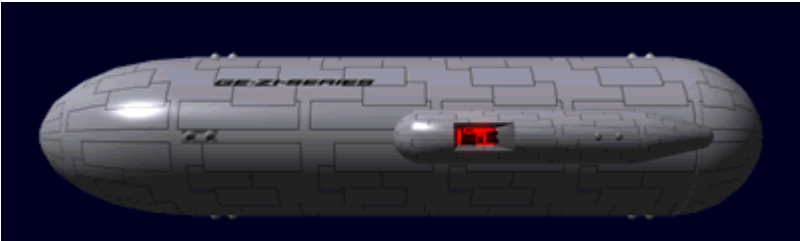
Type: Anti-starship Nomenclature: Ge-Z1(Series) Type: Torpedo Designers: [Geshrinari Shipyards](#)
Manufacturer: [Geshrinari Shipyards](#) Production: Mass Production

Dimensions

Length: 2.25 meters Width: .5 meters Height: .25 meters

Speed

STL: .375c (~112,422 kilometers per second) (~69,856 miles per second) **Atmospheric:** 3.5 mach, 1191 m/s, 3906 m/s (4,287 kph, 2,664 mph)



Damage

The Ge-Z1 Series torpedo currently is available in 8 models

Module	Type	Damage Rating (Version 3)	Damage Rating (Version 3)	Cost (KS)	Blast Radius	Warhead	Availability
Ge-Z1-1a	Fusion	3 SDR	Med Anti-ship (11)	2,500	1.6 km	Proximity	A
Ge-Z1-2a	Anti-Matter	4 SDR	Hvy Anti-ship (12)	4,000	1.6 km	Proximity	G+
Ge-Z1-3a	Anti-Shield	4 SDR	Hvy Anti-ship (12)	1,500	-	Impact	A
Ge-Z1-4a	Anchor	-	-	2,000	-	Impact	A
Ge-Z1-5a	Counter Measure	-	-	1,500	-	N/A	A
Ge-Z1-6a	Ping	-	-	1,500	-	N/A	A
Ge-Z1-7a	Anti-Armor	1 ADR	Hvy Anti-person (3)	3,000	100 m	Proximity	A
Ge-Z1-8a	Aether	5 SDR	Anti-capital (13~15)	8,000	32,000 km (20,000 miles}	Proximity	M+
Note: A - Available to all customers.							
Note: G+ - Restricted to SAOY and Governments only							
Note: M+ - Restricted to SAOY only							

Ge-Z1-E3300 Guidance System

The heart of the Ge-Z1 torpedo is the [Ge-Z1-E3300 - Guidance System](#). It has two modes of operation, guided and autonomous. The guidance system is also responsible for the torpedo self destruct.

Autonomous

In this mode the Ge-Z1 is a fire and forget weapon. It will pursue its target, and avoid objects on its way. In the event its target is destroyed before it can hit, it will automatically search for another target of the same type. The Guidance system serves as a fail-safe and will not target the launching ship.

Guided

In this mode the Ge-Z1 is controlled by the launching vessel.

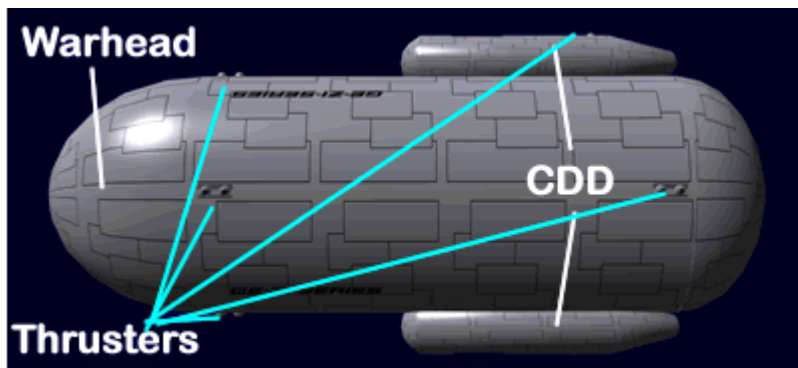


Ge-Z1-E3301 Communications

The Ge-Z1 torpedoes have a compact communications array. This allows the torpedo to receive command updates via multi-band encrypted radio, laser communication.

Model Description

This section provides details on each of the models.



Ge-Z1-1a - Fusion

This is a standard high yield fusion warhead. It is equipped with a proximity detonator; range 1 - .5 km.

Ge-Z1-2a - Anti-Matter

This is a standard anti-matter warhead. It is equipped with a proximity detonator; range 1 - .5 km. This is a restricted item, it is only available for sale to the [Star Army of Yamatai](#), and star system governments.

Ge-Z1-3a - Anti-Shield

This warhead is designed to bring down a vessel's shields without causing damage to the craft itself. It is equipped with an impact detonator.

Ge-Z1-4a - Anchor

The Anchor warhead is designed to interfere with a ship's ability to transition to FTL. It attaches itself to the hull and starts creating gravimetric and electro-magnetic distortions. The Anchor can only produce these fields for five minutes.

Ge-Z1-5a - Umbrella

The Umbrella is designed to provide countermeasure for the firing ship. This warhead has 1,000 tiny projectiles, that when fired pull out a radar reflective streamer to interfere with a radar and ladar lock. The warhead then uses charges the streamers to create an electromagnetic field. Upon deployment the warhead uses the CDD to create spacial distortions. Once the warhead is deployed the torpedo goes inertial.

Ge-Z1-6a - Ping

The Ping is designed to help target ships, and locate hidden ships. It sends out a series of bursts of electro-magnetic sensor data. The launching ship tracks the torpedo and looks for anomalies in the energy transmitted to identify possible targets. Example: If a ship has a stealth system that causes em energy around the ship, the launching ship would notice a minor error caused by the additional distance traveled.

Ge-Z1-7a - Anti-Armor

The Anti-Armor is actually a multiple warhead torpedo. It is equipped with a proximity detonator; range 100 - .5m. When it activates the outer casing is ejected and it launches 50 1 ADR impact detonated mini-

missiles.

Ge-Z1-8a - Aether

This is a typical aether warhead. It is equipped with a proximity detonator; range 10,000 - .5 km. This is a restricted item, it is only available for sale to the [Star Army of Yamatai](#).

OOC Notes

- Artwork by [Nashoba](#).

Products & Items Database	
Product Categories	weapons: torpedoes
Product Name	Z-1 Series Torpedoes
Nomenclature	Ge-Z1
Manufacturer	Geshrinari Shipyards

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