

Ge-C1-W3302 - Anti-Fighter Turret



The Ge-C1-W3302 anti-fighter turret was developed by [Geshrinari Shipyards](#) for their [Ge-C1-2a - Ookami-Class Light Cruiser](#) in YE 33



Its purpose is shoot down attacking fighters, incoming missiles, or any other threat. It features two rapid-fire plasma cannons. Unlike the [Ge-Y2-W3300 - Anti-Armor Turrets](#), it does not possess its own targeting computer. It is controlled by ship's main computer/fire control. It has additional sensors to help with tracking. It is available in retractable and fixed versions.

Details

- Class: Anti-Fighter
- Nomenclature: Ge-C1-W3302
- Type: Weapon
- Designers: [Geshrinari Shipyards](#)
- Manufacturer: [Geshrinari Shipyards](#)
- Price: 1,750 [KS](#)

Specifications

Max Range (space): 1 light second, 300,000 kilometers {186,282 miles} Max Range (atmosphere): 300 kilometers {180 miles}

Rate of fire: Once every 10 seconds

- [Damage Rating \(Version 3\)](#): Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha

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