

Antimatter Warheads

The most powerful warhead in the Abwehran's arsenal, the antimatter warhead is feared throughout the [Abwehran Star Empire](#). The only problem is that antimatter is fairly hard and expensive to farm and produce. Because of this stocks of these warheads are kept low. Since Anti-matter can't be used in a shaped charge format like other missiles, the matter-antimatter explosion would be a standard burst.

To solve this problem, an Abwehran Antimatter warhead is actually a shell with a set of magnetic containment vials holding five milligrams of antimatter each. Being a proximity missile, the warhead is designed to shatter several meters from the target's hull to release its vials in a single direction. Chances are that most of the vials will just shatter upon the hull and create a matter-antimatter explosion using the target as a catalyst. However, there is also a small chance of a vial entering the target through a damaged section and setting off a matter-antimatter explosion inside the vessel itself.

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

Each vial contains 5 milligrams of antimatter in it. Since one milligram of antimatter equates to 215 tons of TNT, the damage rating per vial would be 4 ADR. Because of the random chance of the design, GMs using AM warheads should roll a d4 (four-sided die) ¹⁾ and a d6 (six-sided die) ²⁾ to see how many vials hit their target.

Warhead size	Number of vials	Minimum Damage	Maximum Damage
Escort	4	1 SDR	3 SDR
Cruiser	4	1 SDR	3 SDR
Capital	5	1 SDR	4 SDR
Station	6	1 SDR	5 SDR

¹⁾

for escorts and cruisers

²⁾

for Capital ships and stations

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Last update: **2023/12/21 05:25**

