

Lorath Missiles and Torpedoes

The following is a description and list of Lorath self-propelled munitions. This category of munitions includes torpedoes, missiles, and other such self-propelled ordinance.

Lorath Standard Munition Package Details

Sizes and Limitations

The following munitions can be divided into several size categories; (Mi)ni, (S)mall, (M)edium, (L)arge, (XL)arge, (C)ruise, (I)nterstellar.

Each size of projectile has a range limitation due to its size restricting fuel capacity. Some projectiles also have two range limits, due to STL and FTL drive capabilities.

Range Limitations

- Mi - STL Range: 200 Miles @ Mach 5
- S - STL Range: 2500 Miles @ Mach 8
- M - STL Range: 50,000 Miles @ .10c , FTL Range: 5 AU @ 25c
- L - STL Range: 100,000 Miles @ .15c , FTL Range: 20 AU @ 100c
- XL - STL Range: 200,000 Miles @ .20c , FTL Range: 40 AU @ 700c / Hyperfold Range: .01 LY
- C - STL Range: 300,000 Miles @ .25c , FTL Range: .05 LY @ 1000c / Hyperfold Range: .25 LY
- I - STL Range: 1 AU @ .375c , FTL Range: 5 LY @ 2500c / Hyperfold Range: 5 LY

Standard Components

The following is a list of standard components which are included in a Lorath missile or torpedo system.

- Warhead Assembly
- Combined IR, UV, visual, EM, light sonar, and sonic sonar sensor package
- Vectored plasma thrust maneuvering thruster package
- Vectored plasma propulsion package
- Titanium carbide armor
- Subspace, radio, and laser communication package
- Self-replenishing bacteria battery pack

Special Load-out Components

The following is a list of components available to missiles and torpedoes, and the sizes of missiles and torpedoes which they can be attached to.

- Radiation Sensor - Mi, S, M, L, XL, C, I
- Subspace sensor - S, M, L, XL, C, I
- Gravimetric sensor - S, M, L, XL, C, I
- Psionic sensor - S, M, L, XL, C, I
- Quantum sensor - S, M, L, XL, C, I
- Gravimetric drive - M, L, XL, C, I
- Durandium armor - M, L, XL, C, I
- Electromagnetic shield system - M, L, XL, C, I
- Subspace shield system - L, XL, C, I
- Plasma shield system - L, XL, C, I
- Hyperfold drive - XL, C, I
- Subspace Wave drive - S, M, L, XL, C, I
- Fusion generator - M, L, XL, C, I
- Aether generator - M, L, XL, C, I
- Antimatter generator - L, XL, C, I
- Energy/Matter Converter - XL, C, I
- Energy/Matter Field Emitter - C, I
- Positron Beam Emitter - L, XL, C, I
- Plasma Beam Emitter - L, XL, C, I
- Non-SI [ARIA Ship Control System](#) - C, I
- Multiple Warhead Module - M, L, XL, C, I
- Gradual Payload Release Module - S, M, L, XL, C, I
- Countermeasure Package - L, XL, C, I

Note On Faster Than Light Drive Systems

Only one system may be installed per missile.

Multiple Warhead Module Payloads By Size

- M: 20 Mi, 4 S
- L: 40 Mi, 10 S, 4 M
- XL: 120 Mi, 20 S, 10 M, 4 L
- C: 240 Mi, 40 S, 20 M, 10 L, 4 XL
- I: 2000 Mi, 100 S, 50 M, 25 L, 10 XL

Missile / Torpedo Relative Sizes

Approximate estimated measurements, some variations when in application.

- Mini-Missile - Drink container sized missile
- Small - Shoulder fired launcher sized missile
- Medium - One meter by one-quarter meter

- Large – Three meter by one meter
- Extra-Large – Five meter by two meter
- Cruise – Twenty meter by five meter
- Interstellar – Fifty meter by ten meter

Munition List

Antimatter Munitions


Lorath derived antimatter munitions have been a recent innovation in the Lorath's arms inventory, yet these weapons have also proven to be a reliable means of delivering crippling damage to even the most durable of armor encountered so far.


Note: [Antimatter Munitions Launcher](#), a previous application of Lorath antimatter weapon technology.


Sizes Available

Mi, S, M, L, XL, C, I

Damage Rating By Size

Mi: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (): Staff needs to determine which) - 5-10 KT Equivalent¹⁾ S: Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (

): Staff needs to determine which) / Tier 9, Heavy Anti-Mecha - Tactical Nuke Equivalent M: Tier 10, Light Anti-Starship - Mid-Size Nuclear-Weapon Equivalent L: Tier 11, Medium Anti-Starship - Large Nuclear Weapon Equivalent XL: Tier 12, Heavy Anti-Starship - Frequently Starship Main Armament, Large Splash Area C: Tier 12, Heavy Anti-Starship - Limited Range Highly Destructive Missile, Very Large Splash Area I: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (

): Staff needs to determine which) - Inter-stellar Highly Destructive Missile, Planet/Star Killer

Plasma Munitions


Through the controlled delivery of highly compressed super heated and charged gas, the plasma munition warhead has been designed to deliver a yield of molecular-disruptive plasma on a given target location, which would then plume out from the impact area, resulting in incendiary effects in the area surrounding the initial impact.

Sizes Available

Mi, S, M, L, XL, C, I

Damage Rating By Size

Mi – Tier 4, Light Anti-Armor S – Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (

 **Fix Me!** : Staff needs to determine which) M – Tier 9, Heavy Anti-Mecha L – Tier 10, Light Anti-Starship XL – Tier 11, Medium Anti-Starship C – Tier 12, Heavy Anti-Starship I – Tiers 13 through 15,

Light Anti-Capital Ship through Heavy Anti-Capital Ship ( **Fix Me!** : Staff needs to determine which)

Nuclear Munitions

A long-time part of the Lorath arsenal, the seemingly outdated nuclear munitions have gained a new life. Once considered outdated due to the damage these weapons caused to the home terrain of the Lorath, these weapons are now being fielded once more due to the prospect of seizing enemy-held territories, where radiation fall-out is a non-issue.

Sizes Available

M, L, XL, C, I

Damage Rating By Size

M, L, XL – Tier 11, Medium Anti-Starship C, I – Tier 12, Heavy Anti-Starship

Conventional Explosive Munitions

A basic form of ordinance, the conventional explosive munition is a chemical explosive reliant warhead which delivers a typical explosive charge on-target.

Sizes Available


Mi, S, M, L, XL, C, I


Damage Rating By Size

Mi - Tier 4, Light Anti-Armor S - Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (



: Staff needs to determine which) M - Tier 7 or Tier 8, Light Anti-Mecha or Medium

Anti-Mecha ( : Staff needs to determine which) L - Tier 8 or Tier 9, Medium Anti-

Mecha or Heavy Anti-Mecha ( : Staff needs to determine which) / Tier 9, Heavy Anti-Mecha XL - Tier 10, Light Anti-Starship C - Tier 11, Medium Anti-Starship I - Tier 11, Medium Anti-Starship (Very large area)

Fuel-Air Explosive Warhead

The fuel-air explosive warhead relies on technology which amplifies the pressures involved in the release of the kinetic force of conventional chemical explosive fuel, while at the same time disbursing the combustible material in an even distribution which would result in a sizable explosion.

Sizes Available

M, L, XL, C, I

Damage Rating

M, L, XL: Tier 9, Heavy Anti-Mecha C, I: Tier 10, Light Anti-Starship

Kinetic Impact Munitions

As simple as a missile can be, the kinetic impact munition relies on delivering a dense solid-material warhead at a target location at a high speed to deliver kinetic damage which would result in impact-damage.

Sizes Available

Mi, S, M, L, XL, C, I

Damage Rating

STL - Tier 10, Light Anti-Starship FTL - Tier 11, Medium Anti-Starship


Fragmentation / Cannister / Flak Munitions


Through the use of controlled charges, these munitions release a sizable load of metallic projectiles which are disbursed at high speeds at multiple angles. These weapons can be configured to direct their yields in various directions ranging from a confined forward facing cone, to a 360 degree sphere of distribution.

Sizes Available

Mi, S, M, L, XL, C

Damage Rating

Mi, S, M – Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha ( **Fix Me!** : Staff needs to determine which) L, XL, C - Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (

 **Fix Me!** : Staff needs to determine which) / Tier 9, Heavy Anti-Mecha

Biological Weapon and Nanomachine Spreading Munitions

Through the use of various types of containers and distribution methods, these warheads deliver biological and nanomachine ordinance on-target and facilitate the controlled distribution of such ordinance.

Note: [Lorath Assault and Recombination Nanoscopic Probes](#)

Sizes Available

Mi, S, M, L, XL, C, I

Damage Rating

Tier 3, Heavy Anti-Personnel

Container Munitions

The container munition is a simple addition of a multi-purpose container to a missile. These containers can be used for various tasks, from delivering an important message, to delivering a payload of seeds to a crop. These containers can also be altered to have various additional functions such as slow-release of contents, and various containment technologies.

Sizes Available

S, M, L, XL, C, I

Damage Rating

Variable

Countermeasure Munitions

Through the study of third party munitions, the Lorath have developed a countermeasure munition intended to disrupt and interfere with; EM shields, subspace fields, hyperspace fields, wormholes, various methods of transmitted communications, quantum scanners, various sensor packages, distortion shielding, and targeting sensors.

Additional varieties of these munitions can include chaff release, plasma arc emitters, and optical interference measures.

Sizes Available

Mi, S, M, L, XL

Damage Rating

Tier 3, Heavy Anti-Personnel

Sensor Package Munitions

The sensor package munition is intended to be used as a sensor probe, intended to scout out remote positions without placing units at risk. These sensor package munitions contain; EM sensors, quantum sensors, subspace sensors, hyperspace sensors, gravitic sensors, psionic sensors, weather analysis sensors, IR sensors, UV sensors, light pulse sonar, sonic pulse sonar, visual optical sensors, and thermal

sensors.

Sizes Available

S, M, L, XL, C, I

Damage Rating

Tier 2, Medium Anti-Personnel

Beam Turret Drone

The beam turret drone variety of missile is intended to be used as an unmanned vehicle combatant which carries a beam-emitting computer or remotely controlled beam firing drone turret. These drones utilize a battery system which provides enough power for up to twenty seconds of sustained fire.

Emitters

Plasma Arc Positron White Beam

Sizes Available

L, XL, C, I

Damage Rating

Plasma - Tier 9, Heavy Anti-Mecha Positron - Tier 10, Light Anti-Starship White Beam - Tier 11, Medium Anti-Starship

Paint Marker Munition

The paint marker munition is a warhead designed to deliver and disburse a payload of various varieties of paint markers. These warheads are also capable of delivering a payload of OLED paint and power providing bacteria, thus allowing for the application of improvised image display surfaces.

Sizes Available

Mi, S, M, L, XL

Damage Rating

Tier 1, Light Anti-Personnel

Gel Release Warhead

These warheads are designed to release a payload of compressed gel matter rapidly in a controlled manner. The gel released from these warheads can be of various viscosities. Often these warheads are used to provide improvised padding for aerial deployment landings, or to restrain mechanical units. The gel warhead is also capable of carrying various chemical substances suspended within the gel to be released.

Sizes Available

Mi, S, M, L, XL

Damage Rating

Tier 3, Heavy Anti-Personnel

Transmitter Marker Warhead

The transmitter marker warhead is designed to place a transmitter device on-target. The transmitter device is designed to transmit a variety of coded signals to an intended receiver. Transmitter packages include and are not limited to; subspace radio, laser transmission, light-pulse, radio transmission, and psionic transmission.

Sizes Available

Mi, S, M, L, XL, C

Damage Rating

Tier 2, Medium Anti-Personnel

Practice Warhead

Practice warheads are designed to be used as a harmless means of training soldiers and ship crews to utilize ordinance in proper operating procedure. The practice warhead is a hollow foam structure with built in compressed-air retro-rockets designed to decrease the travel speed of the munition prior to impact.

Sizes Available

Mi, S, M, L, XL

Damage Rating

0

Optical Flash and Sonic Pulse Warhead

This warhead has been designed to release a high intensity illumination pulse and high frequency and volume audio pulse. The combined function of this weapon is intended to incapacitate organic or poorly armored targets.

Sizes Available

Mi, S, M, L, XL

Damage Rating

0

Long Duration Signal and Illumination Flare

The long duration flare has been designed to provide illumination to a battlefield for up to two hours. These flares are also designed to be visible for distances up to one AU.

Sizes Available

Mi, S, M, L, XL

Damage Rating

Tier 2, Medium Anti-Personnel

Volumetric Display Projection Ordinance

The volumetric display projection ordinance has been designed to project a volumetric image around the missile and warhead. These units are designed to either be pre-programmed, or receive instruction as to what the unit will project. The projected image from the unit can be projected to a 300 meter radius.

Sizes Available

S, M, L, XL, C, I

Damage Rating

0

¹⁾

Varies by available reactive matter near detonation area

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