# Mark 1 Rele'vance Missile Turret

The Mark 1 Rele'vance is a light missile turret utilized by the Neshaten military to fire their missiles. The turret has interchangeable missile mounts so that it can either fire actual missiles, or torpedoes. It entered surface in EE 001(YE 34).

There are two fire-modes to the Relevance. The first is single fire mode, which fires one missile every five seconds. The second is swarm mode, which fires every missile in the launcher at once. Because of the turrets design, it can reload missiles on the fly, releasing a constant stream of missiles as long as there is power to the loading mechanism 'or' as long as there are missiles in a dedicated munitions armory.

Appearance
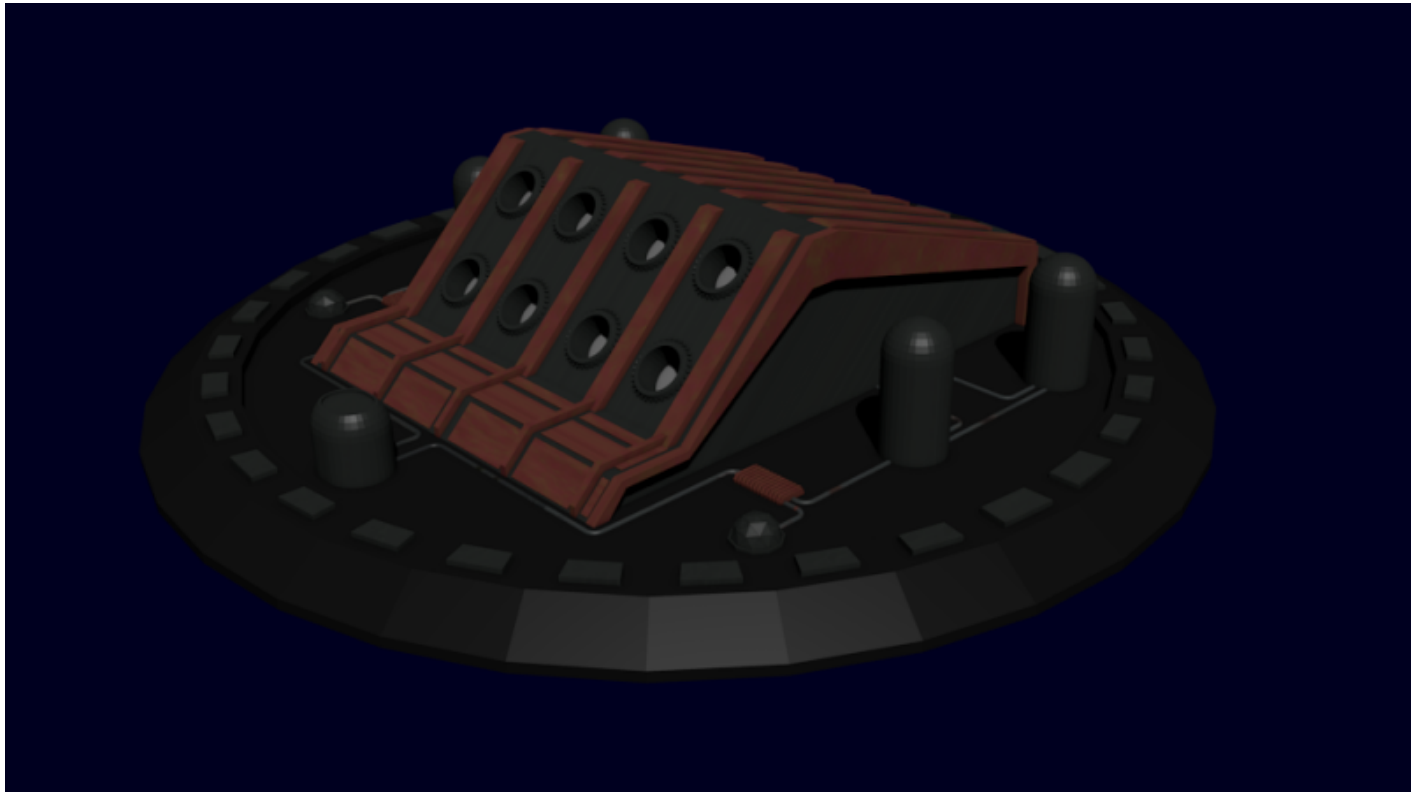
The launcher resembles an eighty-degree angular flat surface with 'eight' holes where missiles fire out of. There are targetting pods on the left and right sides of the launcher along with control terminals located in-between.

Details

Class: Anti-Fighter/Ship Type: Weapon Designers: Yuina'cema Merchant Family Manufacturer: Yuina'cema Merchant Family, Military Dockyards

Specifications

- Primary Role: Anti-Fighter
- Secondary Role: Anti-Starship
- Rate of Fire: Depends on mode.
    - Single: One missile every three seconds
    - Rapid: All eight missiles at once
- Rearm: One missile per five seconds as long as ammo remains.
- Launch Velocity: 0.1c

Modes

Singular Mode

Singular Mode is used by combat crews when firing missiles are starships or other slow moving or stationary targets. The mode fires a single missile once every five seconds and utilizes the turrets targeting systems to track the movements to target so that it can program a missile to home in on the target.

Swarm Mode

Swarm Mode is a type of fire mode that causes the turret to fire all eight missiles at once; it is typically only used when there are fighters in the area or when enemy ships are too close for single fire mode to work well.

Ammunition

The launcher can use the following munitions:

- Type 1 Nuclear Missile (Tier 8)
- Neshaten Concussion Missiles (Tier 7)
- Type 1 Explosive Missile (Tier 7)