

QnS Shipyards Heavy Torpedo Launcher

This heavy torpedo launcher was designed to counter the Jaaq'tah anti-torpedo systems. The torpedo itself is fired at near light speeds and contains a lot of hardware. In addition to additional Zero point energy generators each torpedo contains its own Aether plasma cannon to cut through wormholes and other obstructions as well as a powerful shield generator. When the round detonates the shields of the torpedo explode last. The last few moments of its existence the shields focus the explosion towards the enemy ship to create a unconventional shaped charge. The firing system is a rail gun located on the sides of the opening in the center of the ship. Each clip is a double-barreled tube that stores 6 torpedoes in each tube. Once spent it is ejected out the top of the ship and a fresh clip is pulled into the firing chamber from below. Only 3 can be stored externally without leaving the ships shield bubble. This design was first used in the Wazu 4-class Escort.

- Location: Spinal
- Primary Purpose: Anti-starship
- Damage: Medium
- Range: Virtually unlimited in a frictionless environment
- Payload: 12 Heavy Torpedoes per clip (3 clips max)
- Rate of Fire: all rounds can be fired simultaneously

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