


Antineutron beam turrets (220):

This powerful weapon launches a stream of antineutrons at 99% the speed of light at the enemy. The speed of the particles deals significant damage in itself, to shields and matter, and the non-charged nature of the particle means it goes through certain types of charged shield designed to prevent particle beams, with ease. In addition the fact they are anti-particles means they annihilate on contact with matter, causing the matter to either explode due to mutual annihilation, or destabilise. The turrets have a 360 by 150 degree arc.

Stats

Location: Spread over the hull of the ship, primarily on the top and the bottom. Primary Purpose: Anti-fighter Secondary Purpose: Anti-starship Damage: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-

Armor (: Staff needs to determine which). Range: 6 million miles (after this any damage dealt to shields will be negligible) Rate of Fire: 20RPM Payload 50 canisters per turret. These are slowly restocked.

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