


Type 1 Cruise Mine

The Type 1 Cruise Mines are designed by [NovaCorp](#) to be distributed over a large area, and use a gravitic sensor (with a range of a light year) and a subtle EMadar (100,000 miles) to detect ships, before launching at them, before hitting them using there quantum foam generator to power an extremely short term spatial anomaly using its gravitic drive. The effect of the weapon is devastating to any ship that isn't immune to gravity, ripping them apart, or crushing their occupants. However it does have an around 1 in 80,000,000 chance of creating a permanent black hole. The Cruise mines are quite large, but are treated with a plasmonic coating to make them harder to detect.

- Warhead: Cruise Mine
- Purpose: To seek out and destroy enemy vessels in an area
- Damage: DRv1 9. (OOC: Neds DRv3 stats, )
- Range: 3 AU

Products & Items Database	
Product Categories	weapons: starship, weapons: other
Product Name	Type 1 Cruise Mine
Manufacturer	NovaCorp

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