

# Type 2 Hyper Spatial Torpedo

This weapon is designed by [NovaCorp](#) and was integrated into the [Onslaught Battleship](#) and later into the [No-C1-1b - Mersina General Cruiser](#), being a more powerful variant of that used within the Kante. These torpedoes are designed to travel through hyper space to get to their target, and if possible materialise inside the ships shields. When it materialises it drags a large quantity of energy of hyper space with it, dealing extra damage combined with its anti-matter warhead. The Torpedo is fitted with its own shield and guidance systems, and travels in a way to make it harder to detect, and to shoot down. It is often directed by the Ship's AI, or by its own systems.

**Warhead:** Hyper Spatial Fold Anti-matter torpedo. **Purpose:** To destroy enemy vessels, at long range

**Damage:** 8. Range: 30 Light Years

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